BRITAIN'S BEST-SELLING SPECTRUM MAG!

MAR 1992 No 75 £2.20 With Bison Free Tape

YOUR SINCLAIR



YOUR SPECCY NEEDS YOU!

Dig out your banners and pull on your marching boots. *Your Sinclair* is on a mission from Clive!



LET'S DO THE TIME WARP WITH...

Enjoy life the *YS* way. Firstly play *Firelord*, *Impossaball* and *Devastating Blow* (included free on this month's covertape). Then win a million quid on the pools and buy a tropical island!

ZIP TO PAGE 49 FOR THE CLUES DUDE!

SPACE CRUSADE

Gremlin beam-up invaders, phasers, lasers and crusaders. Find out why inside!

CLOCK THIS

Ha-ha-so! Double Dragon 3 scissor kicks its way onto page 10 ● Super Seymour wants to gob on you from glorious page 13 ● Jonny Quest's got a massive chest (and he doesn't wear a vest). If you don't believe us turn to page 16 ● Captain Planet, however has got a snazzy line in vests. Check out page 18 for run down on his smalls!

Plus! Bare your soul (or your boxer shorts) on the all new *YS* Problem Page! We review the latest films, records and videos in The World! And! On page 50 find out how you can get your very own super-special free gift!

This is a barcode! Good, isn't it!

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...RESCUE THE HOSTAGES... RESCUE THE HOSTAGES... RESCUE THE HOSTAGES...
When Operation Thunderbolt confronts a deadly alien force there is only one way to survive... check out SPACE GUN.
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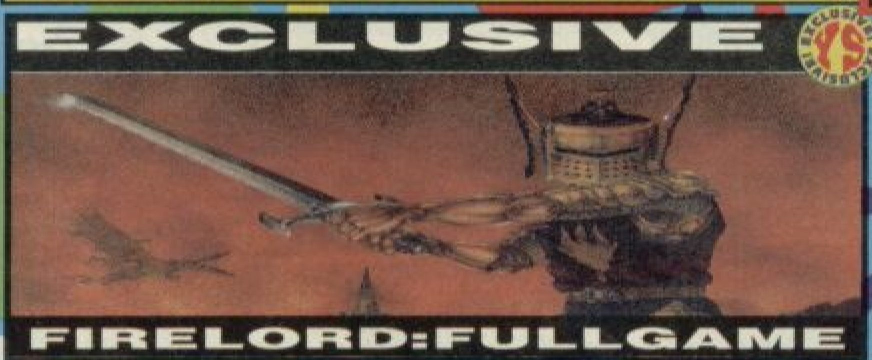


Andy Hutchinson, the Editor, used to be a grebo long, long ago. His all-time favourite album is a superb long player called The Doors by an up and coming band called The Doors. Corking.

Love is in the air, every sight and every sound... I don't think. I mean it's all very well sitting around making goo-goo eyes at every tasty person who walks past your desk, but what if they don't take any notice and pay heaps of attention to the stunning guy/chick who gets great marks and is brilliant at sport? It's simple; learn to play the guitar and grow your hair long if you're a guy, and if you're a chick then dye your hair blonde and ignore everyone. These simple steps will have every boy or girl in sight yearning for a glimpse of your Bart Simpson boxer shorts or your Benetton Duffel Bag. Good luck mon cheries... Andy

THE MAGNIFICENT 7

THE FUN KICKS OFF ON PAGE FOUR







PLUS! *PIXY THE MICRODOT 2, PRO SPEEDBOAT DEMO, STK TOOLKIT & LOADSA POKES!*



The tastes of Andy Ounsted, the Art Editor, are anchored in 1976 when a musical style called Punk appeared for the first time. Andy's choice cut is The Clash's eponymous first LP.

REVIEWS

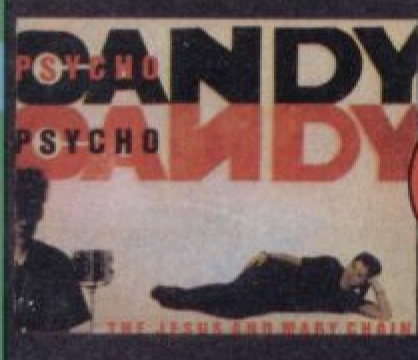


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An equal sequel?

What's better than a really original game? An equally original sequel! But which are the best ones ever?

Drivin', Double Dragon 2, Balls Boots and Brains, Atlantis Game Pack, Quattro Fighters, Game Over 2, Championship Run, Rainbow Islands and The Last Ninja 2



Linda Barker, *YS*'s beloved Deputy Editor is a bit of a marmoset. Her favourite album changed her life. It's name: Psychocandy by the wonderful Jesus and Mary Chain!



14

Space Crusade

In space no-one can hear you eat a Blue-cheese burger with two relishes and onion, so tuck in. Space adventures ahoy!

PREVIEWS



45

Haylp!

Your Sinclair's very own problem page with Agony Cousins Linda and Hutch supplying all the answers!

REPLAY

THE REGULARS



Maryanne Booth, Art Assistant extraordinaire enjoys something a little more soulful. Her choice: Janet Jackson's album Rhythm Nation. Funky, bunky and above all soulful. Ripping and righteous!

LOVE? PAH!

Love sought is good, but giv'n unsought is better. Ha! Give us lot a good Knicks/Pistons basketball match anyday! So, what's the greatest love of *your* life?

YOUR SINCLAIR ABC 65,444

Editor: Andy *(Honda Custom Motorbike)* Hutchinson ♥ **Art Editor:** Andy *(Shergold Meteor Guitar)* Ounsted ♥ **Deputy Editor:** Linda *(Green duffle bag)* Barker ♥ **Acting Staff Writer:** Jon *(SAM)* Pillar ♥ **Art Assistant:** Maryanne *(My mum)* Booth ♥ **Advertising Manager:** Cheryl *(Highland Toffees)* Beesley ♥ **Production Co-ordinator:** Lisa *(George Michael)* Read ♥ **Publisher:** Jane *(David Cassidy and Roy Ayers)* Richardson ♥ **Promotions Manager** Michelle *(Chips 'n' Gravy)* Harris ♥ **Group Publisher:** Greg *(Trot-along)* Ingham ♥ **Circulation Director:** Sue *(Her Greenhouse)* Hartley ♥ ***Your Sinclair (Peace & Fudge)*, Future *(World Domination)* Publishing,** 30 Monmouth Street, Bath, BA1 2BW, Tel (0225) 442244 (Reader enquiries Wednesday only), Fax (0225) 446019 ♥ **Subscriptions:** The Old Barn, Somerton, Somerset, TA11 7PY, Tel (0458) 74011 ♥ **Distribution:** MMC, Tel (0483) 211222 ♥ **Cover Illustrator:** Paul *(His Kate Bush CDs)* Kidby **ISSN:** 0269 6983 **ABC:** Jan-June 1991 65,444 ♥ ***Your Sinclair*** leaps onto its scooter and vrooms around the carpark with these mighty organs: *Commodore Format (Scuba Diving), Amstrad Action (Draught Bass), Amiga Format (Wadworth 6X), PCW Plus (Insomnia), PC Answers (Well balanced yacht moored in the Aegean), PC Plus (Captain Beefheart's Trout Mask Replica album), Sega Power (Eliza Smith-Meddings), Amiga Power (Sherbert Lemons), Amiga Shopper (Sophia Loren aged 23), Classic CD (Worms), Needlecraft (Mary Whitehouse), Mountain Biking UK (Manic MTB down hill rides), PC Format (London Monarchs), Public Domain (Debauchery), ST Format (Michelle Pfeiffer) and Total! (Ladies, and ermm, associated activities with said gender)*

But what we really want to know is... have you ever gone to the loo and discovered too late that there's no paper and no lock on the door?

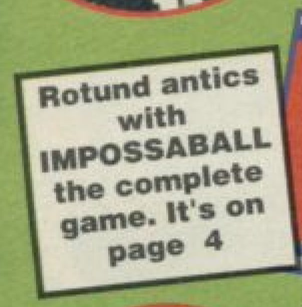
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NEXT ISSUE ON SALE MARCH 5TH

YOUR SINCLAIR

THE MAGNIFICENT 7

What have we got? We've got the lot! Sharpen those incisors and get yer teeth into this little lot. There's complete games, demos, POKEs and a Toolkit for the handy!



It's mediaeval, it's magnificent. It's FIRELORD the complete game and it's on page 4



Rotund antics with IMPOSSABALL the complete game. It's on page 4



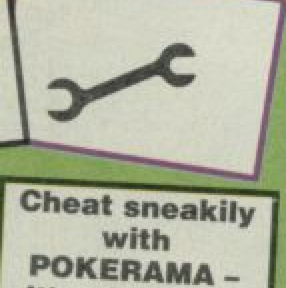
Great bouncing spots! PIXY 2 the full game is on page 5



PROFESSIONAL SPEEDBOAT SIM – the demo's on page 5



Biffing ahoy! DEVASTATING BLOW the demo is on page 5



Get technical with STK the Spectrum Toolkit. Find it on page 6



Cheat sneakily with POKERAMA – it's on page 6

FIRELORD

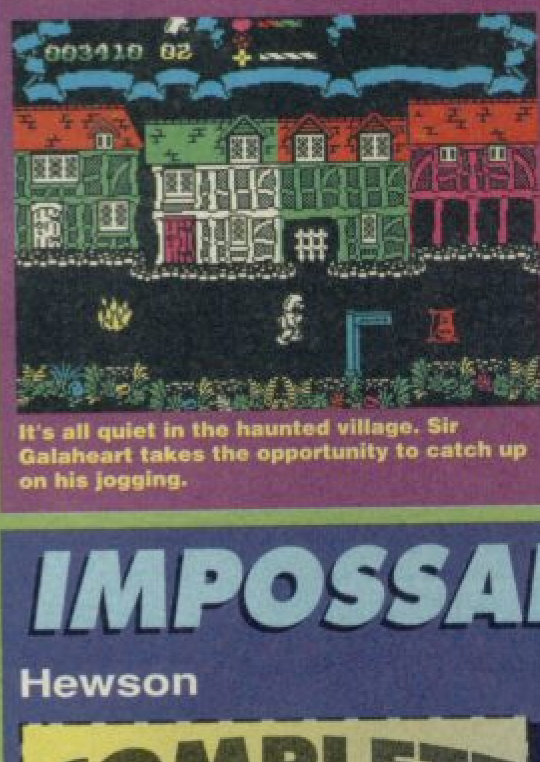
Hewson

COMPLETE GAME

F*irelord* is a sort of run-around-collecting things maze-type game and it's pretty stonking! As Sir Galaheart, recently returned from the Crusades or the Red Lion or something, you've been entrusted with the tricky task of defeating an evil queen who's taken over your village. To do this you've got to collect loads of objects whilst avoiding or fighting the ghostly minions that wander the cobbled streets. You can also trade your objects for clues or magical powers. For the unscrupulous (or just plain broke) it's possible to steal these treasures. Naturally this option will be of no interest to honest *YS* Spec-chums (hem hem). There's packets more to do, but giving everything away would only spoil the fun. Suffice it to say *Firelord* is fast, pretty and like an aunt at Christmas – it grabs you and it won't let go.



Ha! You don't frighten me, Mr. Wiggy. I'm innocent, you hear? Innocent! Ha! Hahahahaha! (Ahem.)



It's all quiet in the haunted village. Sir Galaheart takes the opportunity to catch up on his jogging.

CONTROLS

Joystick or redefinable keys

IMPOSSABALL

Hewson

COMPLETE GAME

It's a poss, it's a ball, it's *Impossaball*! For no easily explicable reason, Impy is trapped in an endless scrolling corridor and has to squash cylinders in order to win her freedom. Deadly spiked columns litter the floor and ceiling, while aliens buzz around in a singularly unpleasant manner. One of those frustratingly playable games that forces you to think in three dimensions rather than two, *Impossaball* will have you leaning around your TV set in an attempt to see what's coming next.



(Bounce bounce bounce.) Yeehaaa! (Bounce bounce bounce.) Yahooo! (Bounce bounce pop.) Oh blast.

CONTROLS

Keyboard or joystick

Q or O	Left	L or S	Out
W or P	Right	X or M	Bounce
P or Q	In		

PIXY THE MICRODOT 2

David Box

READER GAME



Spot the dot compo number 47. (Hint: he's just under the giant magnet.)



Hmmm. Who do those expressions remind you of? Yes, it's Hutch on a Monday morning!

In this pixel-perfect production, vital pages of a highly confidential military document have somehow slipped past Spotville's security net. (Apparently they were used to wrap up an order of chips or something.) Our cute hero Pixy has been called in, and springing into action has already infiltrated the enemy HQ disguised as a very easy join-the-dots puzzle. His mission – to retrieve the missing pages at any cost up to eighty-three pence, then teleport back home to fame, fortune and a reasonably spirited welcome.



So much for the plot. The game is a huge flip-screen maze sort of thing and Pixy is continually leaping around. We'd advise you to invest in a spare pair of teeth, cos this is one of those sweet, quiet-looking games that turn out to be horribly, horribly addictive.

CONTROLS

Q	Up	BREAK	Quit
A	Down	1-5	Select speed (slow to fast)
O	Left		
P	Right		
SPACE	Pause		

PROFESSIONAL SPEEDBOAT SIMULATOR

Mark Thompson

READER DEMO



Tracer bullets, mines, loud explosions - how come Jerome K. Jerome never mentioned this?



Got one! I'm the boat on the right and I've just sunk his battlship!



With a brilliant display of manoeuvring, our hero just avoids the floating M & M.

Obviously a big fan of the Codies, reader Mark Thompson has come up trumps with this homegrown blasterama. Basically, it's a straightforward vertically-scrolling zapper with loads and loads of enemies. Some are land-based, while others chase you in speedboats and attempt to ram you into the riverbanks. If you're canny you can gain energy by brushing power-ups as they float past, but watch out – the icons are solid objects and will sink you if you crash into them. Yes indeedy, the finished game will be one to look out for. In the meantime, play the demo and go "Ooo!"



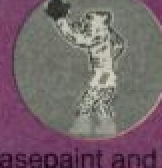
CONTROLS

Joystick or redefinable keys

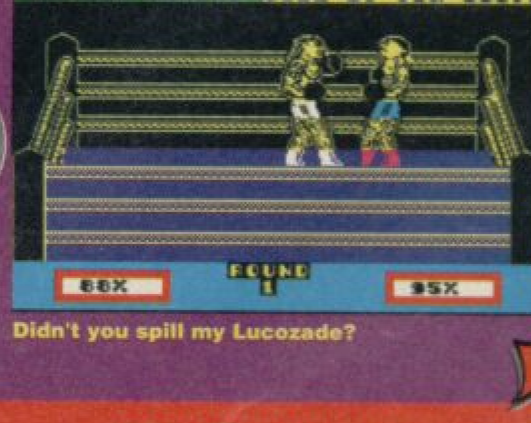
DEVASTATING BLOW

Beyond Belief

PLAYABLE DEMO



Boxing, eh? Gentleman Jim, the noble art of fisticuffs, the roar of the crowd, the smell of the greasepaint and all that sort of thing. Now you can have it all without leaving the safety of your day-glo bean bag, thanks to our fully playable demo of Beyond Belief's



Didn't you spill my Lucozade?



"Honest officer, I was just standing here when this guy runs into my fist." Tut!

thumping game. Billed against that notorious pugilist Angry Ant (ahem), your aim in the demo is to knock him out, or failing that, to win on points. Erm, and that's it. Jonathan Davies reviewed this a couple of months back and he thought it was pretty good actually. So there. Fanclobbertastic and no mistake.



CONTROLS

K Left
L Right
A Jab
S Super punch/block

STK

Osvald Pinali Doederlein

TOOLKIT UTILITY

Techies ahoy! From the land of the bean *(Brazil. Ed)* comes this machine coder's toolkit. And it's not for beginners.

LOADING

Swot up on your Z80 coding techniques and load the boot program. Give it an address between 24000 and 61036 – this is where the toolkit will be stored. When the code is installed it'll return to BASIC. Load up the program you want to examine then enter **RANDOMIZE USR address** to start *STK*.

INPUT CONVENTIONS

All keys work as normal, and some give extra features. **TRUE VIDEO** toggles the need to press ENTER after each command. **INVERSE VIDEO** toggles the 7th bit of a byte. **GRAPHICS** acts as ENTER, but using the command's default parameters. **EDIT** gets you back to the command prompt at any time (from here you can quit to BASIC with **DELETE**). **SYMBOL-Q** inserts a special character Osvaldo calls a "hidot." Finally, **CAPS-5** clears the input buffer.

Numbers can be typed in four bases – decimal (no prefix), hex (prefixed by a hash), binary ('%') and ASCII ('$' followed by a character).

COMMANDS

There are 26 commands, each entered by typing its code letter, followed by parameters if applicable. The commands are...

● **A ALTER operation, start, end, byte1, byte2**
The operations are O (OR), X (XOR), A (AND), D (ADD), S (SUB) and U (SUBSTITUTE). Only operation U needs **byte2**.

● **B BASE binaryword**
Shows the word in all numeric bases. Also acts as a 16 bit integer calculator, allowing mixed base calculation using the four basic operations.

● **C COPY from, to, length**

● **D DPOKE address, word**

● **E EDIT address**
Displays memory in blocks of 8 bytes, followed by 8 characters, followed by a checksum. Move the pointer with the cursor keys (+ **CAPS** for speed), with **EXTENDED MODE** toggling between hex and dec formats. You can lock the numeric base, and by pressing **ENTER** you can edit the bytes. Alternatively, **GRAPHICS** lets you edit a word.

● **F FILL start, end, fillbyte**

● **G GRAPHICS SCAN address**
This splits the screen in two. At top, the memory is shown as definable shapes, while the bottom section displays it directly on-screen. **ENTER** cycles between the four shape modes – normal shapes, normal characters, masked shapes and masked characters. **Q/A**, **W/S**, **D/E** and **F/R** move the pointer by ever smaller amounts. **O/P** alter the shape width.

● **H HILOAD address, length, jumpbytes, errortable**
A loading routine that ignores all errors. Setting the **jumpbytes** parameter causes that number of bytes to be skipped at the start of the block. STK will log all tape errors at the **errortable** address. Entering **H** with no parameters will give the markbyte of the block. To quit, press **EDIT** (not BREAK). See also **SHIFT**.

● **I SAVE address, length, markbyte (name)**
The markbyte defaults to 255 – if you want to save a header then prefix the **name** with a "hidot" (**SYMBOL-Q**).

● **J LOAD address, length, markbyte**
Markbyte defaults to 255. Pressing **GRAPHICS** reads the program header.

● **K CALL address**

● **L LIST line**
Lists BASIC programs, showing all hidden characters.

● **M – MAP searchbyte**
Shows memory areas filled with **searchbyte**, in 16 cell blocks of 64 bytes each. Press **ENTER** to search for free RAM.

● **N See QUEST**

● **O POKE address, byte**

● **P PEEK address, byte**

● **Q QUEST address**
Search memory for a string of bytes or characters (or a mixture of both). Text must be enclosed within "hidots." **N** shows the next occurence of the string.

● **R REGS**
Shows Z80 registers – press **ENTER** to edit.

● **S SHIFT L/R start, end, repeat**
Memory-shifts whole block left or right logical. Useful for correcting programs that have been recovered by **HILOAD**.

● **T TEXT address**
Text lister. Use cursor keys to move pointer, or **ENTER** to edit.

● **U CHECKSUM step**
Generates an automatic checksum for each **step** bytes.

● **V VERIFY block1, block2**
Compares the two blocks, showing mismatches.

● **W WORK address**
Allows you to change the default parameters.

● **X SCREEN ink, paper, flash, bright**
Sets attributes. Press **GRAPHICS** for CLS.

● **Y SWAP block1, block2, length**
Swaps the contents of the blocks.

● **Z BLOAD**
A loading routine that stops any BASIC program.

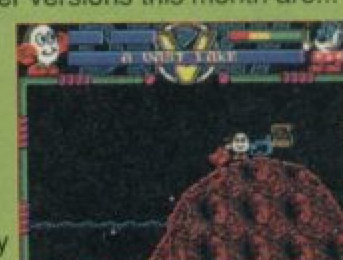
POKERAMA

Jon North

Jon was working late at Safeways when they accidentally locked the doors on him. Unperturbed, he munched his way through a carton of Cheesy Whiffles before settling down to pass the night with a little constructive hacking. Unfortunately he'd forgotten to take his Speccy with him and had to rush through *Pokerama* during next day's lunch hour. And his boss made him pay for the Cheesy Whiffles. Honestly, some days it's just not worth getting out of bed.

MC Northy's rad hack cover versions this month are...

Slightly Magic infy lives
Dizzy infy lives
CJ's Elephant Antics infy lives
Ruff & Reddy infy lives
Spike In Transilvania infy lives and energy
Yogi's Great Escape infy lives/infy time
Top Cat infy time/infy energy
Hong Kong Phooey infy energy



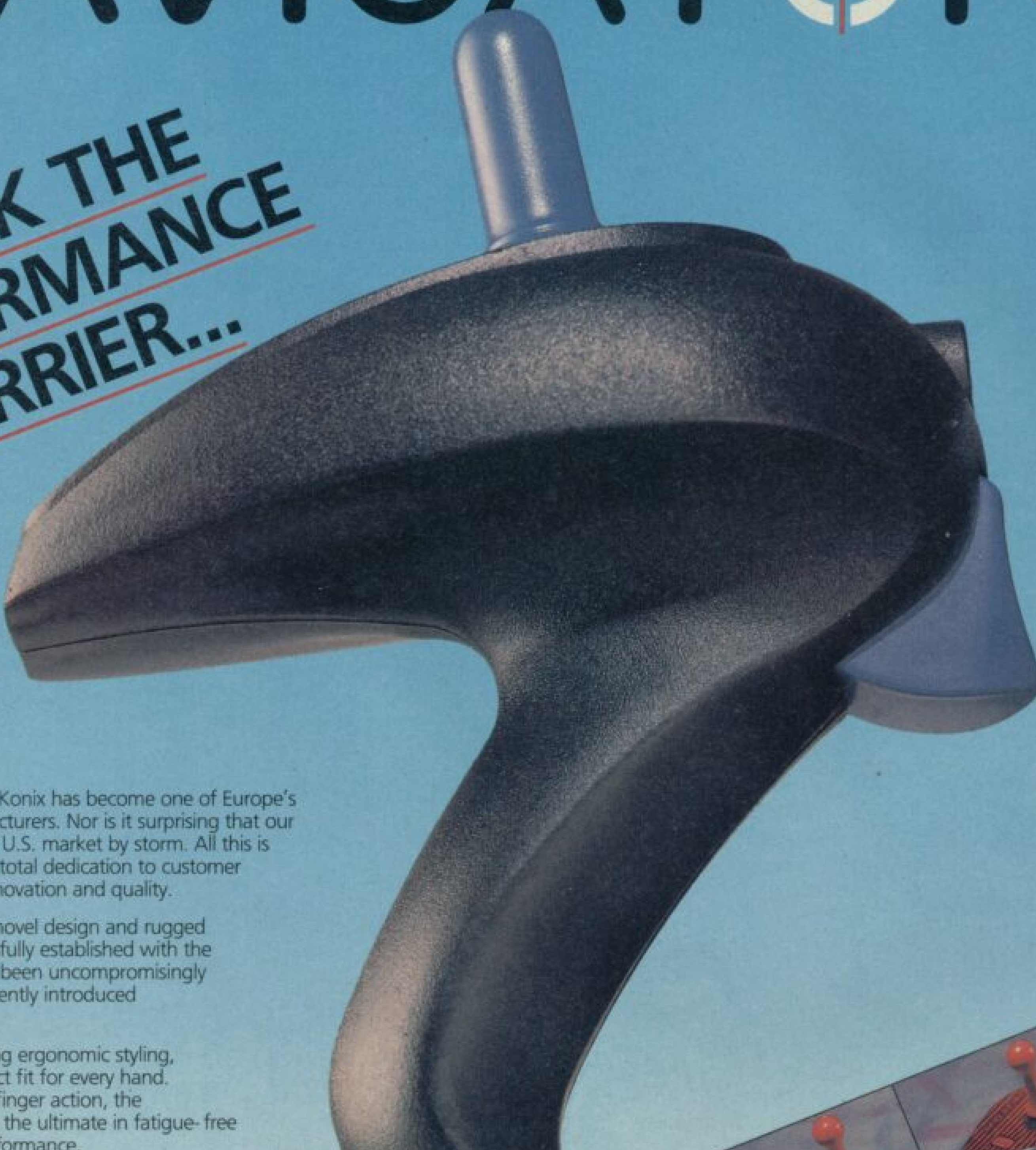
For my next trick, I am going to stand on this hill. Da! Da!

TAPE TRUBBS

Each *YS* tape is brought into existence by a crack unit of fearless morris dancers and should give hours of worry-free pleasure. If your copy feels a bit under the weather then pop it into an envelope and send it to *YS* Mag 7 No. 11, March Ish, Tape Returns, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD. A fresh tape will be yours within 28 days or before you can sing "Hey nonny no and a ribble dibble dosh," whichever is the sillier.

NAVIGATOR

BREAK THE PERFORMANCE BARRIER...



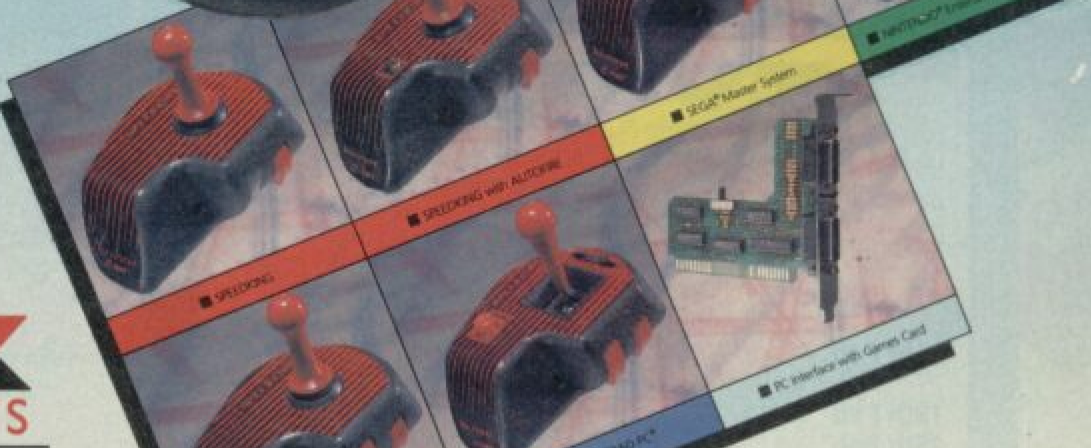
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GOODBYE TO JAMES

Hmm, we're not quite sure how we should feel about this, but our much beloved Games Editor has been taken away to exotic climes – by a woman. And not just any woman either. Ho, no mates! James has been whisked away by none other than the Queen of the bed-in and Princess of perve – Madonna. It's very strange cos James never struck us as the kind of guy who would go and get himself kidnapped by a woman. Linda and Maryanne seemed to treat him pretty much the same as they treat any other guy. They ignored him, basically. But now, along comes this very glamorous and beautiful lady and decides that she can't live without him.

We're very upset that he's gone and everything, but we must be honest with you, our much esteemed readership, and admit that the dominant emotion in the shed is jealousy. That and disbelief. What on earth does she see in him? Of all the men in the world, why has she chosen James Leach?

Readers, it's beyond our ken. *(Hang on, nobody called Ken works here. Ed)* It's just a saying. It means, why has Madonna fallen hook, line and sinker in big, old, sloppy luurve with James. Sob. *(No, I don't understand it either. Maybe Ken does. Ed)* There is no-one called Ken. Only Maddy and James and it's not fair. Double sob.

We wish James all the luck in the world, but if things take a turn for the worse then there's always a job on Commodore Format waiting for him.

TV EYE

Alright, hands up! Who's been stuck in front of the box for the past few Tuesdays? Aha, we thought so! Y'see, if you switch over to Channel 4 early on Tuesday evenings, you'll catch Gamemaster. It's an ace prog which has a different celebrity playing a fitting game each week.We wouldn't want you to miss out, so here's a complete list of the upcoming programmes

11th Feb Kendo Nagasaki takes Ocean's *World Wrestling Federation* for a quick bout round the ring.
18th Feb Pat Cash and his wife, Emily, play *Baseball.*
25th Feb Pat Sharpe and mick Brown have a go at a ski jumping game called *Ski Or Die.*
3rd March Barry McGuigan gives *Final Blow* a good punch.
10th March Emlyn Hughes gets his boots on to play *International Soccer.*

TOP TEN CHAPS MADDY COULD HAVE GONE OUT WITH

- Rolf Harris
- Bob Mortimer and/or
- Vic Reeves
- Mikhail Gorbachev (he needs some cheering up, poor chap)
- Jason Donovan (a perfect, golden pop couple)
- Rowan Atkinson
- Vanilla Ice (they're great chums)
- The Pope (she's done a lot for the Catholic church)
- Andy Hutchinson
- James Dean (except he's dead)



Diz 4 Dais 4 Ever

Those Codies chaps are full of the spirit of love at the minute. They're just so loving and giving, you really couldn't wish to be stuck on a desert island with a nicer bunch of peeps. Of course, they know all about romance cos they're responsible for what is probably the strangest couple in Speccy gaming as we know it. Yep, Daisy and Dizzy – lovebuckets eggstrordinaire!

To celebrate the eternal oneness (or something) of Diz and Dais, the Codies have given us a whole bunch of goodies so we can celebrate with the eggcellent couple. Unfortunately, Linda's run off with the flowers and Maryanne's scoffed the very expensive and incredibly luxurious box of choccies. But nay fret, Spec-chums, cos there's oodles more stuff just longing for a decent home. First prize is a rather fetching bag, a spiffy T-shirt and a baseball cap. For the 12 runners-up there's a superb poster each. To get your fuzzy mitts on these utterly fabby and completely wabby goodies just complete the follwing sentence.

Dizzy and Daisy are the most romantic couple in the world because...

Copy the whole sentence out on to the back of a postcard or envelope, add your name, address and a stamp and send the whole thing off to: *"It was a lover and his lass, with a hey and a ho and a hey-nonino"* compo, *YS* compos, *YS*, 29 Monmouth Street, Bath, Avon, BA1 2BW.

T-ZERS

The Codies, who are very upset that we continue to refer to Seymour as a slug, have sent us the first pictures of Steg. As Steg is still in production, as it were, this pic was taken using ultra-sensitive, light refracting scanning equipment. As you can see, Steg is definitely a slug. Though with a name like that he should be a dinosaur. (We're very hard to please!)



Those baggy, Manchester dudes, Ocean, are dead busy at the minute. Following its box-office success, they've snapped up the rights to The Addams' Family and the game should be in the shops by April.

Plans are also afoot to bring *Hook* to the Speccy. Hook, the film, won't actually be with us Brits 'til Easter but we can reveal exclusively (sort of) that it's going to be a complete stonker. If Ocean manage to get Julia Roberts' wiggle (she plays Tinkerbell) onto our Spec then they'll have a complete smash on their hands. We'll just have to wait 'til March to see.

Also buzzing around like extremely busy bees are Alternative. In the pipeline are a whole carrier bag full of forthcoming attractions including *Sooty And Sweep 2*, *Alvin And The Chipmunks* and something called *Bangers And Mash*. Childrens' telly, eh? It's a complete goldmine.

AT THE BUS STOP WITH... BARBARA CARTLAND



If anyone knows about love then it's that queen of the pinkness and stepgrandmother of our beloved Princess Di, Barbara Cartland. Babs was absolutely thrilled to come and sit at the *YS* bustop and talk about royal jelly, pink marshmallows and, of course, romance.

YS: *Yo! Babs, how you doing?*

Babs: Well, darlings, I'm ever so busy. I always am at this time of year, but I'm always pleased to see anybody from *YS*.

YS: *Well, thanks, Babs. We were just wondering what you thought about James and his new girly.*

Babs: I think it's just super. She's a lovely young lady and he really deserves her.

YS: *So do you think it'll last?*

Babs: As long as he treats her right, they'll be fine. The problem with young people these days is that they want to rush everything. And, to be perfectly honest, that's not really what a young lady wants.

YS: *Oh, what do they want?*

Babs: Oh, it's all in my books. A bit of romance, nice dresses, smelly flowers and no kissing before marriage.

YS: *What! Not even a peck on the cheek?*

Babs: Well, maybe when you're engaged.

YS: *You say it's all in your books but they're full of Lords and pirates and secret passages and elopements. You don't really think James should dress up as a pirate and take old Maddy off to a secret castle, do you?*

Babs: It's just what the poor girl needs. She's got far too much money and she's very unhappy. James needs to do something extraordinary that will completely knock her off her feet. Some royal jelly injected into pink marshmallows should do the trick. Ooh, here's my bus. It's been lovely speaking to you and if you've got any problems at all with your loved one, just give me a ring. I'm always ready to help.



A solid wodge of love hits the shelves! Okay, so it looks like a deep sea diver but can't you just use your imaginations? Note the exclusive report on the new SAM. What a scoop, eh?

ROCK AROUND THE CLOCK

MARCH 89

Gosh, that's a whole three years ago, Spec-chums! This Rock Around The Clock businees can make you feel incredibly old! Anyway, issue 39 was a bit of a stonker by anyone's standards. Lurve was in the air and good things were everywhere!

Navy Moves was on the cover and previewed inside, *WEC Le Mans* was Megapreviewed and we found out exactly who you fancied. Well, maybe not *you* exactly but ver man in the street. The most snoggable chaps and chappesses of three years back were Sabrina, Kim Wilde, Sean Connery, Harrison Ford, Madonna and Peter Duncan. Yep, somebody actually fancied Peter Duncan. Dear, dear. The best thing about this ish was the cardboard cut-out baby featured in the end frame of the Love In A Cold Climate photo-story. This wee bubba is worth popping over Back Issues on page 49 for. Honest.

DOUBLE DRAGON 3

Storm/£11.99 cassette (128k only)/£15.99 disk



☎ 071 5853308

They're feisty, they're furious, they've got trend-setting haircuts. The Dragon Brothers are back, and this time they're looking for pebbles.

Billy's girlfriend Marion, evidently a little groggy after being raised from the dead in Part Two, has wandered off and been kidnapped (again). Being somewhat discerning sophisticates, her captors have demanded the priceless and altogether spooky Rosetta Stones as ransom. The story of these stones is a strange and disturbing one, starting in the wild China of myth and lumbering on until, ooh, the end of this column at least. If you squat down beside me on this hand-woven mat, I'll tell you their tale.

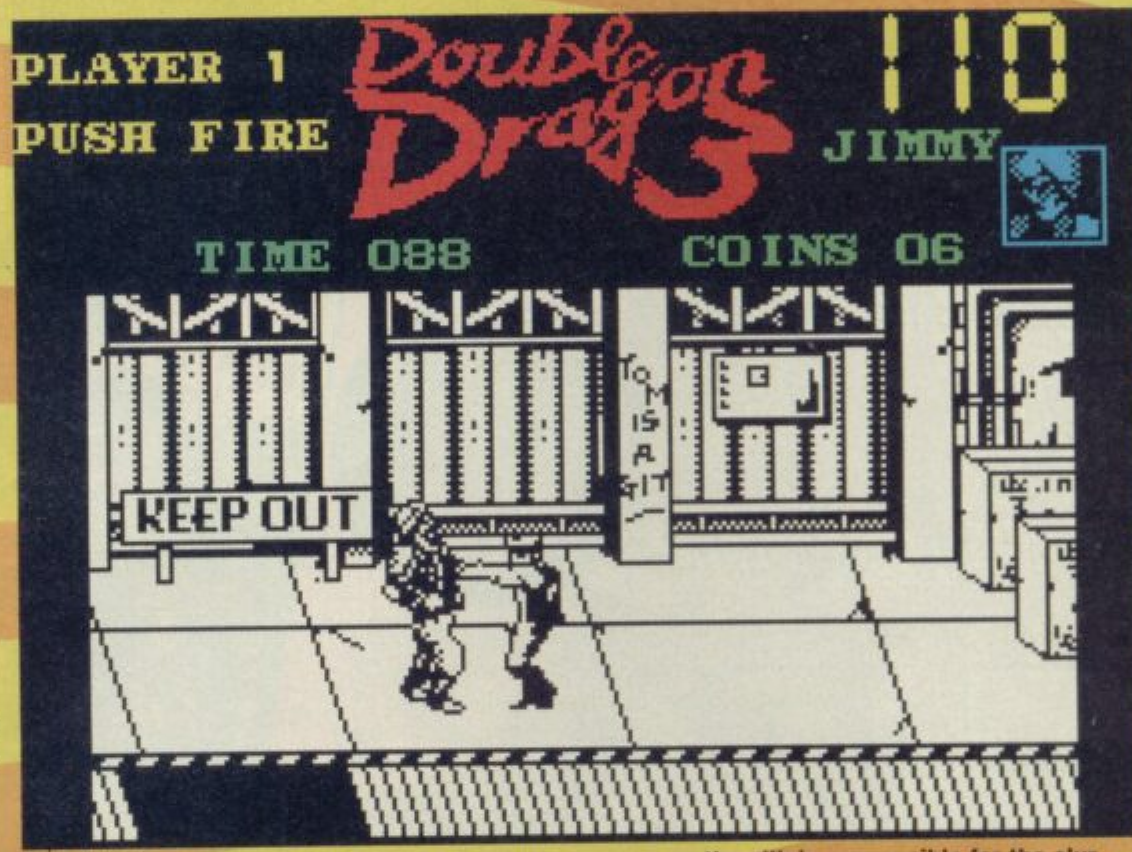
Way back in the mists of time, the gods threw the five Rosetta Stones out of heaven after mistaking them for loaded dice. Legend spoke of their mystic energy, and that if they were ever brought together, they would confer mickle powers on their owner. Sadly, no-one got a chance to test this theory as the stones were scattered across the world by a series of excessively noisy natural disasters. They lay in secret places for countless centuries, undiscovered despite the intense efforts of the wisest scholars and the most Scandinavian of tourists. Then, by chance, the First Emperor Ming stumbled over one while pottering in the garden. Unfortunately, as he consequently fell into an ornamental pond and drowned, they remained undiscovered for several more centuries. And then a couple more after that. At last, in 1963 one turned up in the house of famed historian and academic Professor Duncan Pog. He had been using it as a doorstop. Hiruko the soothsayer, Duncan's close and wizened friend, speedily deduced where the others were but refused to tell as he feared they may fall into the wrong hands. Since then, many have gone in search of the stones but none have returned, mainly because they got lost.



Well my pretties, that's the story. Marion's captors want the stones, and you can bet your last peseta it isn't because Arthur Negus is coming to tea. Still, what's the fate of the world when compared with that of your gal? Ah, true lurve! Without a second thought you pack an overnight bag, look up Hiruko in the *Yellow Pages* and persuade him to help with a heartfelt plea and a lumpy club.

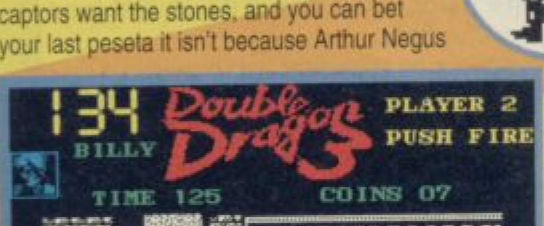
Mine's a double

Double Dragon 3 is something of a rarity – it isn't a licenced conversion. Storm evidently relish the freedom of an original game, as they've gone overboard on the features. For starters, the action takes place over fourteen stages, spanning five countries and three continents – quite a step up from the dingy back-alleys of the first two games. Starting on the streets of New York, our intrepid pair are confronted by a gang of villains that make most baddies look like gingerbread men. These guys take an awful lot of fancy fistwork to overpower, and there are always more ready to take their place. Before long you'll be getting fed up with your basic jumpy-punchy skills and will be on the look-out for extra weapons. However, in a daring break with tradition, Storm have dispensed with the weapons-left-in-the-street approach. Instead, you'll find bijou armouries dotted about the levels, cos in this game you pay your way. Not only that, and this is the really devious bit, you also pay with your credits. So the temptation to get those matching spiked batons or that instruction pamphlet on deadly nose-poking has to be weighed against continuing the game when you pop your pixie boots. You can almost hear the

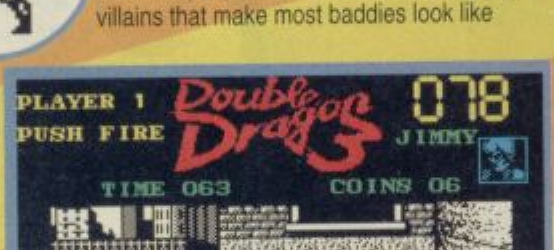


This time, it's personal. Billy wreaks a ghastly revenge on the villain responsible for the slur against his beloved Uncle Thomas.





"But all I did was criticise *EMF*!" (It's tough on the streets of New York.)



Jumped by a trio of muscled thugs, Billy has no choice but to resort to the Barishnikov Manoeuvre.



These Chinese wrestlers can knock you down with one slap. In fact, the best thing to do is leg it. Which I'm doing.

5 DRAGON FACTS

- Dragons existed well before man, but did rather badly afterwards.
- The word "dragon" first appeared in Catherine Gillespie's love poem "Ode to Benjamin." It is in stanza six, line four and is almost certainly a spelling mistake.
- Dragons flew by the application of thermodynamics. They would find the nearest village and threaten to burn it down unless the peasants built them a hang-glider.
- Dragons were very large. If you imagine Christopher Biggins standing on Russell Grant, this is still not quite as funny as a full-size dragon trying to land.
- The collective noun for a group of dragons is an aarghh, for the obvious reason.

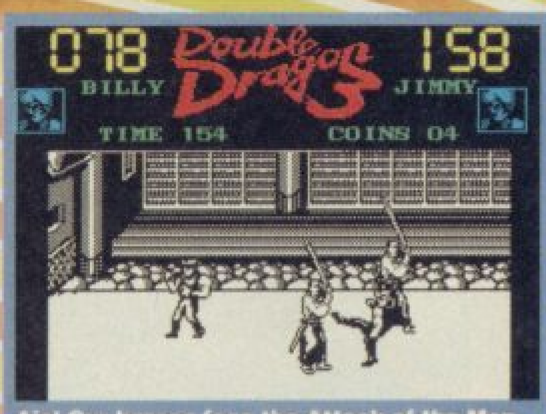


BLIM!

The Rosetta Stones do exist. They were carved some time in the eighth century AD and became known as Li's Marbles because a man named Li used them as marbles.

programmers cackling as you ponder.

Make it past the cream of America's street gangs and you face the obligatory end-of-level baddy. Defeat him and Hiruko will point you toward the next stone. And so it goes on, with our heroes racing across the world, travelling to ancient and exotic cultures and beating up the locals. Before the game's end you'll have been matched against mad bikers, fur-clad Chinese wrestlers, graceful samurai lords, phantom ninjas and, erm, lots of other people.



Aie! Our heroes face the Attack of the Men With Big Feathers.



Lovely doubley

As you've probably guessed, I like *Double Dragon 3* rather a lot. To be honest, after the total disasters of the first two I wasn't expecting much, so the sheer spankiness of the game came as a jolly nice surprise. Although it seems slow at first you'll find the gameplay perfectly paced, with the two-player option a bonus rather than a necessity. The variety of baddies and strategies keeps interest from flagging – you're never quite sure what the game is going to throw at you next. On the presentation side, the graphics are eye-gogglingly good, with excellent detail and a real feeling of weight to the sprites. The backgrounds are of an equally high quality, atmospherically recreating the countries you visit.



For all this, the game isn't Megagame material. It's 128k only, but there's still a heck of a lot of multiloading. Then there's the difficulty level. In an effort to provide a meaty challenge, Storm have made the game too tough. If you get hemmed in by your opponents – something that's hard to avoid – it seems to be up to Lady Luck whether you escape or not. Even so, you should put this game on your shopping list. It more than makes amends for the preceding *Double Dragons*, and *almost* topples *Target Renegade* from the number one beat-'em-up spot.



FINAL VERDICT

LIFE EXPECTANCY 82°	ADDICTIVENESS 80°
GRAPHICS 94°	INSTANT APPEAL 95°

DIAGNOSIS

Third time lucky for the Dragons. Not quite the best beat-'em-up of all, but darn close.

80 60 40 20 **88°**

JOYSTICK JUGGLERS

First love, eh? It's a time of pain and sorrow and, worst of all, misunderstanding. Your mother insists that it isn't love at all, and one day a real prince or princess will come along. But deep in your ten year old heart, you know that you have loved and lost and life will never be the same again. It's a universal feeling, as those jugglers prove..



Andy Hutchinson Do you remember your first love, Andy? "Definitely my motorbike." No, love as in girlies. "Oh, I can't remember. Let me see, she was called Rachel Philips and she took me down to the bottom of field so she could kiss me. I was only seven, it was my first proper kiss. I only kissed her cos the best looking boy in the school really fancied her and I just wanted to annoy him. It worked." It couldn't fail.



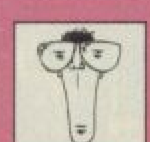
Jonathan Davies Did you, Jonathan, ever kiss the girls and make them cry? "No, but I did kiss a girl called Julie and she had ginger plaits and freckles. Looking back, she looked a bit like Bonnie Langford, but that was considered very attractive in those days. She let me kiss her in the swing park. Two days later she let my best friend kiss her behind the bike sheds. I was completely heartbroken." Sob.



Linda Barker Tell us about your first love, Linda. "Ah, he was called Jason Spiller and I always used to let him catch me when we played kiss chase cos his two top front teeth were false and he could push them out with his tounge. I was ten and he jumped over somebody's garden wall to pick me a daffodil. I think that's dead romantic, don't you?" Not in the slightest.



Rich Pelley Ah, Mr Casanova himself! Can you remember your first love, Rich? "Susie Johnson. She used to come round cos she wanted her Sindy to meet my Action Man. Or maybe it was that tomboy Jeanie. She was my next door neighbour. Then again, it might have been Lisa Fisher who was always trying to kiss me. No, hang on, I'll remember in a minute." Hmm.



Jon Pillar Ah, the playing fields of Cardiff, what tales do they tell? Jon'll tell us. "I was six years old and I thought Lisa Evans was the prettiest girl I'd ever seen. She had blonde pigtails, big blue eyes and a snub nose. I was completely besotted. I kissed her once and then she tore my Star Wars comic up, what sort of thanks is that? It was heartbreaking. In fact, I haven't been able to see girls in the same light since. I'm sure they're not all horrible but I just can't see them as pretty, little innocent things." That's cos they're not.



Lesley Quigg Girls are so soppy, all they think about are boys and flowers. Tell us, Lesley – who was your very first love? "Och the noo, I think it was probably the wee laddie with the kilt. He had big blue eyes and could play By The Bonny Banks Of Loch Lomond on his child's size bagpipe. He used to stand under our living room window and serenade me." Was it a case of together, forever? "Oh, noo. A few years later I got my first Speccy and it's still got pride of place in my bedroom. No man could come close." Ah!

HIGH SCORES

90° – 100°	You lucky old sot! Get this and you'll have flowers and champagne every morning! This is the hottest love around, and it's for life!
80° – 89°	A fine romance. There are enough kisses and cuddles here to keep you happy for quite a while. Not the love of your life, but nearly.
70° – 79°	A holiday romance! Intense, but not very long lived.
60° – 69°	A kiss behind the bike sheds in the pouring rain!
50° – 59°	Kiss this? Bleurgh!
40° – 49°	Not worth a second look.
30° – 39°	A life of celibacy would be a better option.
20° – 29°	If it's love you want, go and buy a Mills And Boon.
10° – 19°	A love/hate relationship without the love.
0° – 9°	Crap. Basically.



5 GAME PACK
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"Seymour is completely brilliant. It's packed with great graphics, it's got a kickin' sound track and it's very, very playable." YOUR SINCLAIR
* Note Amstrad users have Little Puff substituted for CJ'S Elephant Antics.
CODEMASTERS
AMIGA screen shots shown.
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If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first! Calls costs 36p per minute during off peak time and 48p per minute at all other times.
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SEYMOUR IN HOLLYWOOD 0898 555 010
SPIKE IN TRANSYLVANIA 0898 555 105



SUPER SEYMOUR



Code Masters/£3.99
☎ 0926 814132


JONATHAN

Despite the fact that Seymour looks remarkably like a blob of vaseline, he could easily become as deeply engraved on the hearts of us Spec-chums as Dizzy.

That is, if the world lasts that long, what with the way we humans are treating it. Pollution and all that kind of thing. Disgraceful. Luckily the Codies are on the case and, never ones to make light of such serious issues, have sent Seymour to deal with the problem by wiping out the Mutato Heads – baddies who've sprung up from mankind's effluence and are generally creating havoc, as baddies do. He's got his Super Mask, he's got his Super Cape, and he's going to take out those nasties in the most effective way possible: by jumping on their heads. What a hero, eh?

Loading up the game for the first time, the keener (and more 'mature') trainspotter will notice its uncanny resemblance to A Very Famous Game Indeed. See if you can guess which one from the following description. (And by peeking at the screenshots, as I was never much good at describing things.)

Each screen has an attractively drawn background, and a whole lot of platforms and uprights in the foreground. As if that wasn't enough, most of the gaps

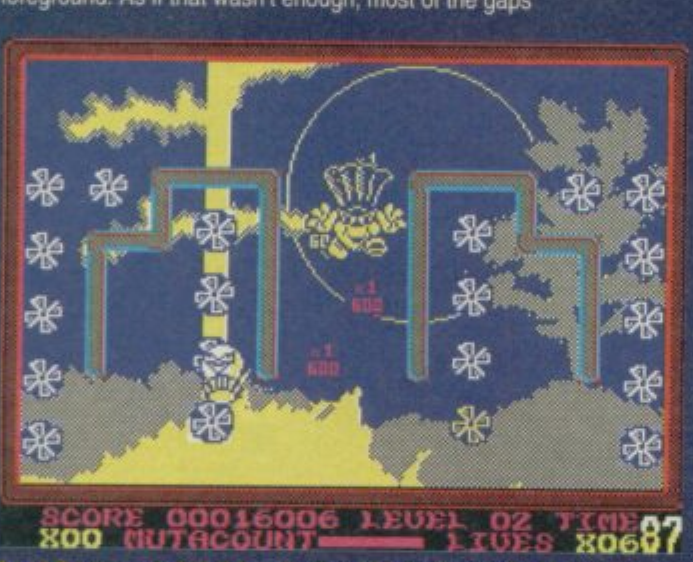


Early chinese artists were famous for their cheeky lizard coupling scenes which typically included two bed-pans head-butting a pillar.

in between are filled with formations of bo... sorry, er, 'static toxics' which need to be collected, and in the right order too if you're after a top score. A quick stab at the fire button sends Seymour leaping into the air, his cape flapping in the breeze, and the precise angle and height of his jump can then be controlled using the joystick. Meanwhile, baddies circle menacingly, hoping to bump into Seymour and make him lose a life. Baddies are like that – despicable.

BLIM!

Super Seymour is absolutely nothing to do with Seymour in that rather fabby musical Little Shop Of Horrors, although both Seymours are completely, erm, super.



Lord Seymour of Habberdasherville attempts a three quarter length, triple falco, with fondue set and harmonious chinese whispering. Just look at that score!

Right, hands up who reckons we're looking at a thinly disguised ('pollution', indeed) rip-off of that early-Eighties hit, *Bombjack*? Me too. But why've the Codies suddenly decided to resurect *Bombjack* after all these years? P'raps they reckon we've all got a bit old and senile since then, and wouldn't know the difference if we were given a laser base, a block of aliens and some covering story about Seymour having to save the world from a freak but deadly shower of bicycle clips. Or p'raps they were originally going to call it *Bombjack Simulator*, and then remembered they don't do 'Simulators' any more. Or maybe it's just all one big spook coincidence.

What's more likely, though, is that they remembered what smashing fun *Bombjack* was, and thought it would be a jolly good idea to do a new version of it with a few extra bits and pieces (but without changing it too much in case they ruined it).

The bits and pieces in question are essentially the part about jumping on baddies heads – once to stun them and a couple more times to finish them off – and power-ups, which appear when a baddie dies. These include (it says here) Super Blow, Super Spit, Super Snare, Super Sprint and Super Duper leap, although the only two I've come across (notoriously crap as I am) are one which, upon prodding the 'spit' key (if you can remember which one you defined it as) sends what looks like a glob of saliva flying towards your foe, killing it instantly – probably Super Spit – and something which whirls off the screen, carrying the hapless baddie harmlessly with it – Super Blow, no doubt.



In the future of course, frying sheep will be a simple matter of inserting a poultice into a jiffy bag and leaving for three millenium.

It's so long since I last played *Bombjack* that I can't really remember what made it so addictive. All I can remember is that it was, indeed, very addictive, that I could get through hundreds of screens without dying, and that the sequel wasn't half as good. And Super Seymour is just the same! Except it hasn't got a sequel, let alone one that isn't half as good. Not yet, anyway. In fact, it had me so gripped that it was only when I was in danger of missing my tea (sausages, chips and peas – my favourite) that I finally managed to switch it off. The only thing that annoyed me slightly was that most of the time when I got killed it wasn't attributable to any obvious strategic deficiency on my part. I'd just been cornered by a whole bunch of Mutato Heads and there wasn't much I could do about it. Still, eh?

Super Seymour, then, is just the ticket for fun-starved games players everywhere – fast, unpredictable, unputdownable and cheap.

FINAL VERDICT

80 60 40 20

LIFE EXPECTANCY 85°	ADDICTIVENESS 90°
GRAPHICS 79°	INSTANT APPEAL 85°

DIAGNOSIS

One you'll keep coming back to again and again (if you can tear yourself away in the first place, that is).

86°

reviews

SPACE C

MEGAGAME

Gremlin £10.99 cass (128K only)/£15.99 disk
☎ 0742 753 423


LINDA

Have you ever had to get out of bed in the middle of the night for a drink of water? It's a terrifying experience. I used to live next to a graveyard, which made the whole procedure even more horrific. First you have to get out of bed really quietly so that you don't disturb all those monsters that are hiding under the bed; then you have to run silently downstairs, and close your eyes as you pass the window that looks out onto the graveyard. Once in the hallway, switch all the lights on, thus waking everybody up. You are now safe from any aliens that might be lurking in the larder or hiding underneath the coats. Gremlin's *Space Crusade* is a bit like that, except you're not allowed to turn any lights on. Eek!

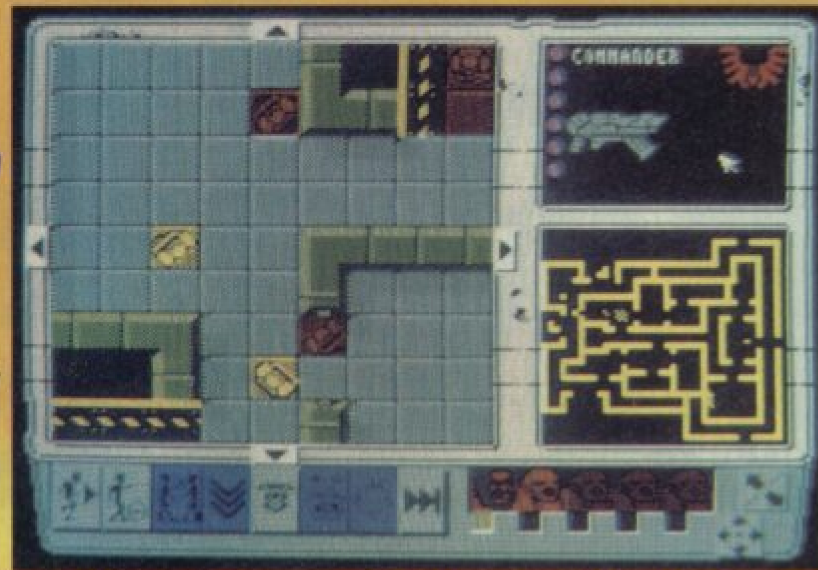
Space Crusade is the Grem's follow-up to their number one smash, *Hero Quest*. Like that, this is a conversion from an original Games Workshop boardgame but it comes from a far more elaborate game and it's a much closer conversion. Like *Hero Quest*, the idea of *Space Crusade* is to complete a number of missions. Before we have a look at those though, let's just have a peek at the plot.

I need my own space!

It's the year 2525 million and space travel is easier, and quicker, than taking the tube from Picadilly Circus to Liverpool Street. Y'see, a few years back we discovered an entire universe running parallel to our own. It's called Warp space and was home to all the lords, ladies and gentlemen of Chaos. Eek. Unfortunately, cos of mankind's meddlesomeness, these chaotic peeps have escaped from the Warp and decided that they quite fancy a few of our planets. Double eek!

This can only mean one thing – it's time for a jolly big war. The Hundred Years war, which actually lasted for 116 years, fades into insignificance next to the War of Strife. During this happy time whole solar systems perished and the aliens gorged themselves on the bodies of entire planets for 5 000 years. It looked like the end of the line for Mr Human when who should rise up from the masses but the Emperor of Human Space. *(Human space? You mean bedrooms and pubs and things? Ed)* No, I mean stars and suns and living rooms. He was a bit of an ace chap really. With only a brillo pad, yesterday's copy of The Guardian and a quarter of Kola Kubes he unified his empire and made all those creepy aliens quake in their shoes. And all cos of Kola Kubes, marvellous. *(Aren't you forgetting those men in big white suits of armour. Ed)* Oh, yeah, Mr Emperor also created the Space Marines who were the greatest warriors ever and set about sending all those aliens back to Chaos.



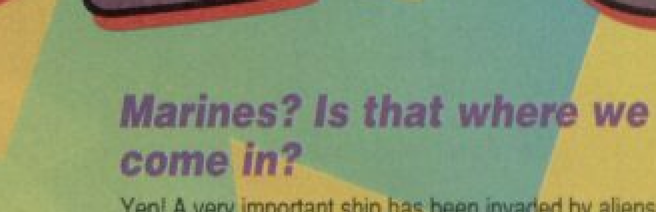


Time to move your Commander, but there doesn't seem to be many aliens around. Never mind, just bash up one of those other marines instead. It won't do much good but at least you won't get bored!

Marines? Is that where we come in?

Yep! A very important ship has been invaded by aliens whilst hurtling through Warp space. On board are three chapters of marines; there's the Blood Angels, the Ultramarines and the Imperial Fists. Each chapter consists of a commander and four plain ol' marines. You can take charge of one, two or three chapters, but you'll only get really confused. Anyway, it's much more fun playing with a couple of friends. The idea is to equip your chapter, choose a mission and set off into





Equip yourself Marine and go forth and wreak havoc upon the minion of Chaos. May the force be with you. And don't you go forgetting your toothbrush!



Those chapters sound like a bunch of Hell's Angels bent on subversion and the pursuit of babes to me. Saviours of the universe should be called Walter, or something.

the very depths of the ship to zap aliens, run out of ammo and get back to the docking claw alive. Here's an example – 'A marine squad have been wiped out whilst testing a secret experimental weapon. Locate the experimental weapon and return it to the docking claw.' Along the way you can either act heroic and kill all the aliens you come into contact with or you can try and avoid them. You can also waste time by fighting the other chapters of marines. This can be fun, if completely unrewarding.

It all sounds so simple, doesn't it? Well, surprise, surprise, it isn't. It is, in fact, incredibly difficult cos those pesky aliens are just so darn clever. If you're not carefull you'll find yourself completely surrounded and unable to run back to the docking claw. More often than not, you'll fail your missions and a rather nasty message telling you how completely incompetent you are appears on screen. If you succeed then you'll get congratulated and your commander will be promoted through the ranks from Sergeant to, finally, Captain Senior. Promotion also gives you the chance to collect honour badges which mean that you can choose more equipment at the beginning.

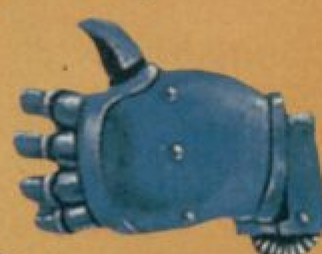
If you just take a look at one of the marvy screenshots you'll see that the screen's divided into three major bits. The large map on the left scrolls around in either 2 or 3D, the 2D screen shows all your marines and the aliens and looks like all those tiled games, like *Krall* and *Klimax*, that have been on the cover cassette recently. The 3D option is a bit slower but it looks dead excellent. The smaller map, which doubles up to show your dice rolls, shows the entire area and is also dead useful for spotting blips.

BLIM!

Blim: The discovery of Warp space can't be that far away. A Mr Arthur Leglock from Des Moines, USA recently claimed to have built a spaceship from three day old porridge and travelled fifty light years in six hours, twenty minutes and six seconds. His wife thought he'd just gone to work.

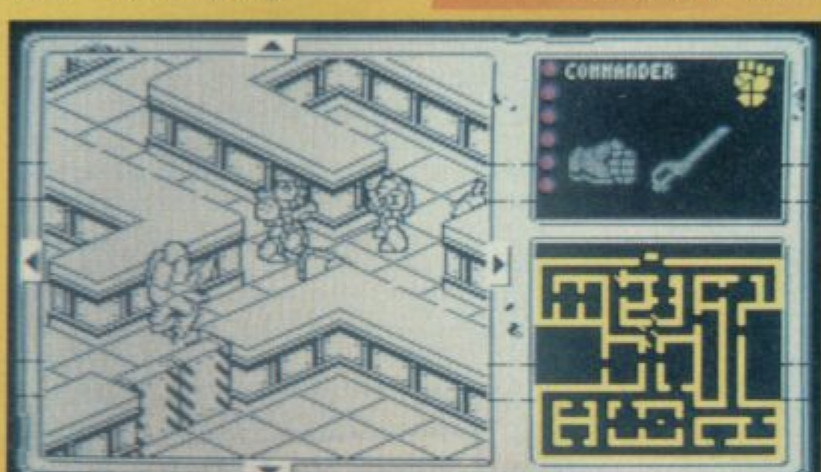
Blips?

Or aliens before they actually become aliens, if you see what I mean. When you use your scanner to find out just where those unearthly dudes are hanging out, some of them will appear as said blips on the map screen. They'll also come up on the main screen as blue podules when you scroll around and as soon as one of your marines spots one of these, it'll turn blue. Get even closer and you'll be able to tell exactly what sort of alien it is, and kill it. Hurrah! When you bash an alien the screen transforms itself into 3D and you can see your close-cropped chappie turn Mr Monster into a puff of smoke in massive detail. It's ace. There's a whole bundle of aliens to get rid of from orks to soul-suckers, and chaos marines to gretchins. They've got just one thing in common – they're all completely nasty and the sooner you get rid of them the better. Bleurgh!



CRUSADE

Killing aliens is definitely fun, being killed by aliens isn't. Sometimes you can get out of being zapped by rolling your defence die. If it works then the alien dies, if it doesn't, erm, you're a gonna. Basically. Random events can also help you out, these occur before each alien turn and can actually be quite handy. For example, there's Master Control which gives you control over all the doors, so you can squash aliens in them. Wahey! Sometimes you get given a secondary mission which is a way of picking up some extra points. So, even if you don't complete the primary mission, you can still pick up some points.



3D city! Look at the way those doors are stitched up – pure craftsmanship. The chap on the right's an alien, use your bionic arm to lunge forward and give him a jolly good beating.

Anything else we should know?

What, apart from the fact that it's completely stonking? No, not really. *Space Crusade* is actually tonnes better than the boardgame cos you don't have to have played it for a month to understand all the rules. All those things that take up so much time whilst playing the boardgame, like the rolling of the die and sorting out the random cards, have all been incorporated into the computer. It's so much easier! Mind you, there's still plenty for you to learn. Much of *Space Crusade* does depend on luck and the die, but a hell of a lot of it is down to skill. It'll be ages before you manage to finish all the missions, that's for sure.

What else? Well, the graphics are dead clear and the gameplay's dead fast considering the mass of facts and figures that have been crammed into the Speccy. In fact, the whole thing is so well done that you wonder why, if they can make Speccy games like this, people like Gremlin aren't going to be producing many more games for our li'l ol' Spec. I think you lot should go out in your droves to buy this one and prove to Gremlin that Speccy games are worth their while. Go buy, Spec-chums! ✪



Goodness, gracious me! A whole army of aliens. Run through the door. Quick!

FINAL VERDICT

80 60 40 20 — 92°

LIFE EXPECTANCY 92°	ADDICTIVENESS 90°
GRAPHICS 93°	INSTANT APPEAL 92°

DIAGNOSIS

Diagnosis: a stonker of a game that'll have you playing for hours.

Jonny Quest



Hi-Tec/£3.99
☎ 0742 587 55

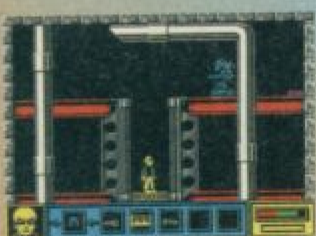


With my encyclopaedic knowledge of Hanna-Barbera cartoons and my endearing way of telling everybody about them at length, there was never any doubt as to who would get to review this game.

Jonny Quest is one of Hanna-Barbera's 'soap opera' cartoons, dealing with realistic characters as opposed to out-and-out slapstick gagsters. Of course, when I say the characters are realistic, I don't mean that they spend their time losing the car keys, or setting the video timer wrongly, or worrying what their mum is going to say about the carpet. This would make for a staggeringly dull cartoon. Actually, their idea of realism is to thwart villainy on a weekly basis. This, of course, is extremely interesting.

Jonny be good!

The basic plot of the show is as follows. Jonny is the only son of Dr Benton Quest, who has bravely overcome the tragedy of being named Benton to become an ace scientist and table tennis supremo. Constantly striving to improve the quality of people's lives with such amazing inventions as the self-assembly jigsaw, the atomic stilt and the neutron bomb, Jonny's pa is the number one target of the eminently hissable Doctor Zin. Consequently the Quests are accompanied at all times by government bodyguard and amateur flautist Race Bannon. However, and I quote, "this does not stop Jonny and his mystical Indian friend Hadji, along with Jonny's pet dog Bandit, getting into all sorts of hair-raising adventures." Ahem indeed. As the theme music plays and the cassette inlay unfolds, our diminutive do-gooder is having a startlingly poor day. Taking advantage of a momentary lapse in Race's vigilance, Dr Zin has kidnapped Benton, Hadji, Bandit, a passing librarian named Sue and the bodyguard himself. Undaunted, Jonny sets out to rescue the lot, which is where you come in.



Our hero prepares to ascend, little realising a metal dentist is waiting...



When spies meet. "The red kipper flies at midnight." "Pardon?"

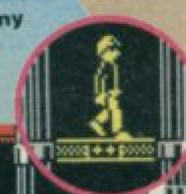
Quelle surprise!

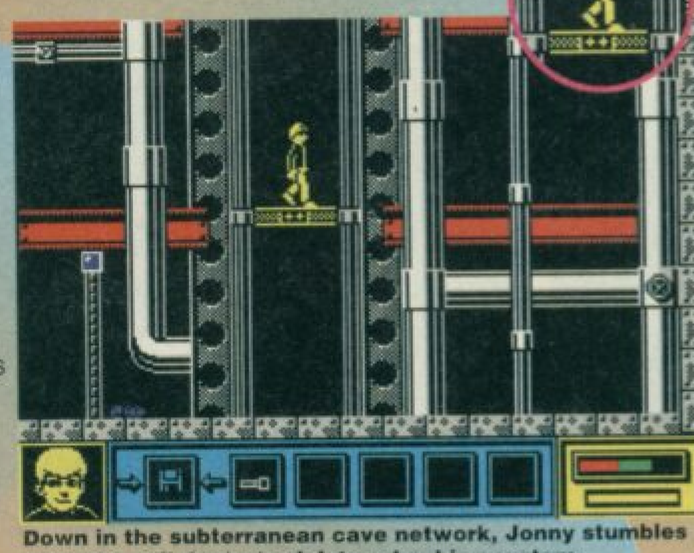
The game is a tasty platform number, with loads of rooms and more than a small hatful of objects to utilise. There's a kind of mini-game at the beginning to ease you into the main part, with Jonny wandering quietly through leafy glades where innocuous and exceptionally fluffy bunnies bobble around harmlessly. The overall effect is to lull you into a horribly false sense of security, cos in the very next screen an enormous blue beetle leaps out at you. This more or less sums up the game as a whole – it might sound hackneyed, but this one really keeps you on your toes!

Once you get into Dr Zin's headquarters you face his shadow guards and robot minions. This is where the game's one fault shows up. As a collect-'em-up maze game it's hard enough, but as a beat-'em-up it's almost impossible. The guards sap energy when you touch them, and when you punch, you move forward a bit as well. So every time you bash a guard, it also drains your energy. There's a way to avoid this – punch them once, then back off to biff them again – but it's really frustrating not to able to get past the minions without losing some energy. It's almost as if the programmers finished the game, then decided to put this in as an afterthought just to make it harder. What bounders!



Discovered by two shadow guards, Jonny poses as a Canadian ballroom dancer.





Down in the subterranean cave network, Jonny stumbles upon the evil doctor's sinister plumbing system.



Quest on!

Don't let this put you off though; *Jonny Quest* is an exceedingly playable game. The puzzles are of the match-the-object-with-the-barrier sort, but the objects have been distributed with an enviable degree of sneakiness. The graphics are rather marvellous for a barg, with large and smoothly animated sprites plodding around pretty backdrops. Apart from the problemette with the punchy bits, I've got only one reservation with the game and that's that the tie-in element is a bit shaky to say the least. These days, the rescue-your-friends idea is only of interest to Speccy historians. There's a better attempt than usual to fit in the supporting characters (for example, you've only got one life, until you can rescue Hadji and persuade him to bung you some more) but it's a pretty feeble plot. Still, that's only a minor grumble. *Jonny Quest* is fat and addictive, and well worth shelling out for. Jingle those coins, and get questing.

Selected Members Of The Quest Family

1. Walthamstow Quest, the jungle adventurer.
2. "Pinks" Quest, the linguistic researcher.
3. Shreepworthy Quest, the wallpaper-hanger.
4. Misterbun Quest, the baker's assistant.
5. Alan Quest, the ostracised cousin.

BLIM! Jonathan Golightly, the writer of *Jonny Quest*, based the events in the show on his own childhood.



FINAL VERDICT

LIFE EXPECTANCY 82°	ADDICTIVENESS 88°
GRAPHICS 90°	INSTANT APPEAL 90°

84°

DIAGNOSIS: Top-quality platform fun with one of H-B's lesser-known characters. A stonker.


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CRASH
92%CRASH]
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CAPTAIN PLANET

Mindscape/£10.99 cassette/£15.99 disk
☎ 0444 831545

The power is yours! Mindscape claim that by buying *Captain Planet*, "you too can help save our planet." Don't be fooled Spec-chums – it's the biggest con since Tall-Boy Binks got three years for cat-burglary.

Yup, it's time for another good old rant. The *Captain Planet* TV cartoon-with-a-conscience reaped no end of awards for bringing green issues to the fore. Each week the Cap, aided by his pre-teen Planeteers and a whole fleet of registered trademarks, would defeat a nasty eco-villain while giving a handy environmental tip. Everything from home recycling to the depletion of the rain forests was covered in an entertaining and jolly informative manner. It was all very neat and very clever. Tragically, the game is a very different bunch of coconuts. True enough, it makes a big show of being environmentally concerned, with green slogans splashed over the box and throughout the manual. Indeed, one of the main selling points is that it "contains special environmental hints." But it's all codswallop – the game is about as much use to the environment as a polysterene cup bonfire. Its "special environmental hints" (including such classics as "use both sides of scrap paper," "take time to put rubbish lying on the ground into rubbish bins," and "use daylight wherever possible – it's free and does not pollute") are blindingly obvious and barely worth the paper they're printed on. Which is another thing – the game comes in a shiny cardboard box with a twenty-two page manual, and none of it is recycled. Blimey. (It's no good Spec-chums – I'm going to have to go for a walk and calm down before I tell you about the game itself. See you in a bit).





Cop a load of that chick! That Captain's certainly got a way with the gals.

A bit later...

(Deep breath). Right. That's better. Onto *Captain Planet* the game. First impressions are promising – the graphics are large, swift and colourful without being confused. There's a good spread of enemies, some nice scenery, and the whole thing runs virtually without colour clash. Gameplay is a cross between *Dan Dare 3* and a low-grade *Turrican*, with Cap whizzing through space collecting time bonuses before landing on a horizontally-scrolling shoot-'em-up sort of planet. The tie-in to the cartoon characters is about average (Cap clears a way through each level for the various Planeteers to follow) and, unsurprisingly, it's the villains who get the best coverage. For example, in Level One you face Sly Sludge, who is attempting to destroy the ozone layer in order to boost the profits from his seaside hotel chain (the chump). Your mission is to penetrate his ground defences and wreck the factory that's producing these diabolical CFC rockets. All good, dirty fun and at first sight another hit from the programmers of *Smash TV*. It's when you actually start playing that the faults emerge.



Yo! Captain Blue Tights and the floating miasmas prepare to do a bit of soldering on the satelite of love.

The trouble is, the game is practically unplayable. It's not the amount of mutant minions that cause the problem, but the end-of-level villains themselves – they're invincible. I played the game fifteen times on the trot, got to the big villain and each time lost all my lives immediately. Even loaded up with all the smart bombs I could find, I just couldn't beat him. Convinced it was something more than my natural gamesplaying talents at fault (cough), I invited the rest of the *YS* crew to give it a try. Sure enough, nobody else could finish the first level either.

To put it bluntly, *Captain Planet* is a bit of a disaster. It looks great, but it's stoopidly difficult. Based on what happened here in the office, I'd say that the average gamesplayer wouldn't even get to see two-thirds of the game, which hardly makes it value for money. Simply put, it's not one to snap up from the shelves.

BLIM!

Captain Planet's motto is "Green Is Good." If you take the initials of this phrase you get the word "gig."



The Captain fires a non CFC rocket from the depths of his red boots. But is it enough?

FIVE PLANET FACTS

- The Earth is not a sphere but a geoid. This is a word used solely by geography teachers in order to catch people out.
- As seen from space, two-thirds of the Earth's surface is water. However, no-one has been able to satisfactorily explain why it doesn't spill.
- The Earth was created on February 5th 1874 by a highly-paid gang of Scottish construction workers. History was later invented to avoid embarrassment.
- The term "to be green" was first coined to describe something that was bluish-yellow. It was not applied to environmental matters until someone noticed a plant.
- A top NASA scientist once calculated there were twenty-seven planets in our solar system. Fortunately for everybody concerned she then had a cup of strong black coffee and tried again.

FINAL VERDICT

LIFE EXPECTANCY 50°	ADDICTIVENESS 50°
GRAPHICS 84°	INSTANT APPEAL 80°

DIAGNOSIS

Pretentious and exploitative attempt to ride on the success of the TV show. The game's pretty bad as well.

49°

THE LAST COMMANDO

Summit/£3.99 cass
☎ 0977 797777



I met Mike from Neighbours the other day. He came into Dixons and asked for a gold-plated headphone adaptor. I just thought I'd mention it. The game? Ah, yes, the game. Erm, well it took me a bit of time to get to grips with it but I managed in the end and didn't I have a jolly time? *(We don't know, did you? Ed)* Not really.

I was dead excited when I was given this game cos I, erm, quite fancied the Op Wolf type hunk on the cover. I loaded it up expecting to be thrown onto a world of jungle fever and mercenaries. Imagine my surprise when I discovered that, instead of being transformed into a machine-gun toting Bruce Willis on beta-blockers, I was to play a rather feeble space ship.

Swiss roll

Now, assuming this game was anything like *R-Type*, I'd be more than content. But *R-Type* it isn't, which is why I've had more fun putting in my contact lenses than playing this haven't-I-seen-this-a-million-times-before type game. The idea is that you're on a mission to blow up some planets. Nobody really knows why but you've got a job to do so no questions asked. Choose which planet you want to blow up and then look at the inlay to see what to do next. Apparently you have to set some detonators and then blow them up. Exactly how you do this isn't really made clear. It seems that your best bet is to shoot things, collect things and die courageously.

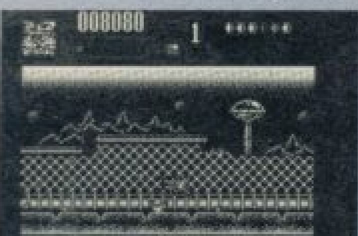
Sounds boring, doesn't it? Well, that's cos it is. It's boring, really, really boring. Basically, what we have is a shoot-'em-up without any real concept. If you're really lucky you'll be able to tell an ionic battery from an entry capsule. However, if you're anything like me, you'll just shoot like crazy and hope for the best.

BLIM!
Blowing up planets is actually much harder than it looks. All those telly programmes where they destroy entire worlds are complete rubbish.

To be fair, *The Last Commando* does have its good points. The ionic batteries look uncannily like Swiss rolls Unfortunately, this is not nearly enough.



"Shazam," said Grisum. "How d'ya like my teflon undies then?"



Singing folderol-diedoh, my hedgehog's called Cyril. He's an albino crime-fighter...



And with his cape on he looks whizzo. He leaps from thickett to prickly bush...



So shout out his name or just shut your mush... mate! By DV Spanner (ageing nicely).

FINAL VERDICT

LIFE EXPECTANCY 45°	ADDICTIVENESS 55°
GRAPHICS 70°	INSTANT APPEAL 45°

DIAGNOSIS
A dull spacey shoot-'em-up. You'll have more fun doing your maths' homework.

55°

FUNSCHOOL 4 (7-11)

Europress
£12.99 cass/ £16.99 disk
☎ 0625 859333



Being a bit of a girly swot, I really enjoyed school. I remember sitting on the little square of carpet listening to stories, reading to the headmaster, drinking warm milk and throwing up at lunchtime. Those were the days!

Funschool 4 takes the place of the classroom quite effectively, as long as it's played with lots of kids screaming in the background. The graphics are clear and colourful and fun throughout, and the difficulty level is just about right for most of the games. There is a basic plot that links all the games together, Sammy the Spy has to go to headquarters and pick up some instructions. From there he has to work his way through all the puzzles, make his way to Egypt and find the stolen treasures of the ancient King Raram. Let's take a look at the games...

All in proportion

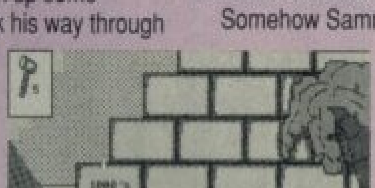
First, Sammy has to pass his proportions test. Yep, it's the dreaded lurgy, a maths game! The first two sections should be manageable but the third one goes into fractions and it's a tad difficult. Persevere and you'll be given a secret message, which leads onto a multiple choice general knowledge bit. The next scene sees Sammy in a travel agent's answering questions about exchange rates. This is all about multiplication and division, you're allowed a calculator but you shouldn't use it too often. After every three questions that Sammy answers correctly, he'll get a bit of his disguise. Once he's all dressed up, it's off to the airport. Suss out the timetable and then get ready for the best bit!

Somehow Sammy's got hold of a plane and you've got to learn how to control it. As you fly around, you'll be told what ocean or country you're flying over. Remember these cos in the next level you have to travel to various locations in your fabby hot air balloon. You've got to do the same in a helicopter and a submarine, then you get asked questions like – fly to where the lions live. It's great fun! Pass this test and you can land your plane in Egypt. Here you have to answer loads of historical type questions about dead dudes and past events. These multiple choice questions start off quite easy as you only have to answer in centuries, it gets harder when you have to give exact years. Succeed and you're a winner. Well done!

Funschool 4 (7 – 11) is enjoyable and rewarding. I got quite a kick out of it when I got things right! It's also big enough to keep children occupied for quite some time. The only quibble I have with it, apart from the fact that it's a dreaded multiload, is that some of the instructions are wrong. It won't take you too long to work out what are the right keys, it's just a bit annoying.



"Hey, matey-peeps. Wanna buy a top quality pairs of sunglasses, or an un-used pencil?"



Worra doddle! Come on Sammy, give that camel something to smile about!



Here's Sammy without his disguise and without his boots. Dig those groovy green socks!

FINAL VERDICT

LIFE EXPECTANCY 80°	ADDICTIVENESS 80°
GRAPHICS 85°	INSTANT APPEAL 85°

DIAGNOSIS
Top-quality platform fun with one of H-B's lesser-known characters. A stonker.

84°

WIN WIN WIN!

Cop yourself a wicked remote control boom box!

Picture the scene: *you're surrounded by aliens. You've lost most of your men. It's just you and your sergeant left and you've only got three rounds of ammo between you. What do you do?* Toughy that. But if you can think your way out of similar situations then *Space Crusade* from dear old Gremlin is just the kind of game you should be looking out for.

To celebrate the release of their role-playing dice-throwing alien-bashing game, Gremlin are giving away a super-dooper JVC remote control boom box. This absolutely stonking piece of kit has got twin cassette players, a three band radio, a CD player and two speakers. It'll make your dad's stereo sound like the trannie he used to stick his ear next to in 1950 when Radio Luxemburg was a brand new station. Also, because this ghetto blaster is remote control you can really impress all the chicks/guys at the local bus stop. Excellent or what!



And?

Gremlin's generosity knows no bounds. The next ten peeps out of the bin-liner win a copy of the original *Space Crusade* board game. Tradition has it that I'm meant to ask you some questions so that there's some element of skill involved. Being a traditional kind of guy *(You are? Linda)*, I'll go with the flow. Answer the three questions below, whack your answers on the back of a postcard and send them off to *"Waiter, waiter, there's a temporal time and space distorter in my DNA soup!" Space Crusade* Compo, *Your Sinclair*, 29 Monmouth Street, Bath, Avon BA1 2BW.



Questions

A) What was the terribly popular questing game which Gremlin converted to the Speccy before *Space Crusade*?

B) Who directed the brilliantly atmospheric film Alien?

C) According to legend, which terribly famous king cleared off on the crusades and nearly lost his kingdom to an evil Sheriff, but was helped out by a tree-dwelling outlaw?

Rules

- Do I have to? *(Yes, get on with it. Der Fuhrer Linda)* Oh alright then, ermm, Future Publishing closet cases cannot enter, neither can Gremlin dudes and dudettes.
- Ed's decision is (like the end of the world) final, so don't bicker if you lose.
- Entries which reach us after the 15th of April will be recycled and formed into a prefab house near some railway tracks within the home county district of southern England.

I've pondered long and hard and I think that the answers are:

A ....

B ....

C ....

My name's ....

My address is ....

....

.... Post code ....



Letters

WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW
Star Letter winners recieve three free games! All letters win a YS badge!



Greetings most excellent Spec chums. You are my only consolation this month and so I shall treat you very nicely. Y'see, none of the others are talking to me cos of what I said about Maryanne last issue. You may recall that I called her 'a slime monster from hell' in Small Print. Well, I'd just like to take this opportunity that I'm sorry. She's not a slime monster, she's an art assistant. From hell.

TWO PINTS OF GRETTPOX AND A PACKET OF CRISPS PLEASE!

Although originally from another planet I was forced to make an emergency landing and disembarkation on this measly and primitive planet of yours. I wish you to either contact the Bodfioq government and tell them of my plight, or provide me with details of where I can obtain a trans-jokslityal divergent, and a couple of pints of blue grettpox. Be warned. Should you not co-operate then, when I get back to Bodfioque, I shall ask the army to selectively introduce a little known and incurable virus to your feeble place of organisation, the Shed. This virus will turn all of your publishing equipment into flesh-eating maggots which will devour your corpses after your metabolisms have been stopped dead by the virus.

Oh, do humans find slime-covered, vomit-coloured, vile-smelling seven-tentacled beings disgusting? If so, why?

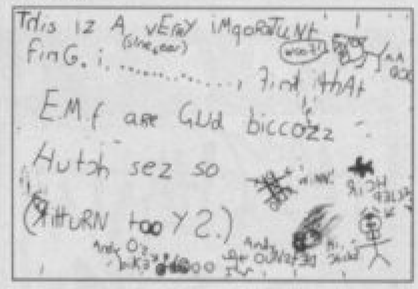
Joj Harttrup,
Purley, Sussex

Worra load of used teabags! Even I know that a trans-jokslityal divergent is Bodfioque for a Competition Pro joystick, and two pints of blue grettpox is two Megagames. And I only did Bodfioque for two terms in the first year of secondary school. I dunno, just cos I wear a baseball cap everybody thinks that my brain's fallen out. Hats keep your brain firmly in place and nice and warm. Don't you lot know anything?

Your flesh-eating maggots don't scare me, Mr so-called Joj. Maryanne and Linda would soon scare them away. Oh, and personally I find slimey, smelly beings with seven feelers quite attractive. Always have done. **Ed.**

THIS PIECE OF PAPER COULD SAVE YOUR LIFE. HONEST!

Thanks for improving the mag no end since you became Ed. I'm just writing to say that I don't think people should hate you for liking EMF. Here's an official document that all *YS* readers should sign. I hope that it changes everybody into an EMF fan. I for one am willing to sign it.



But what we really want to know is ... is Richard Darling a mafia teaboy?

Ian Hewett
Penllergaer, Swansea

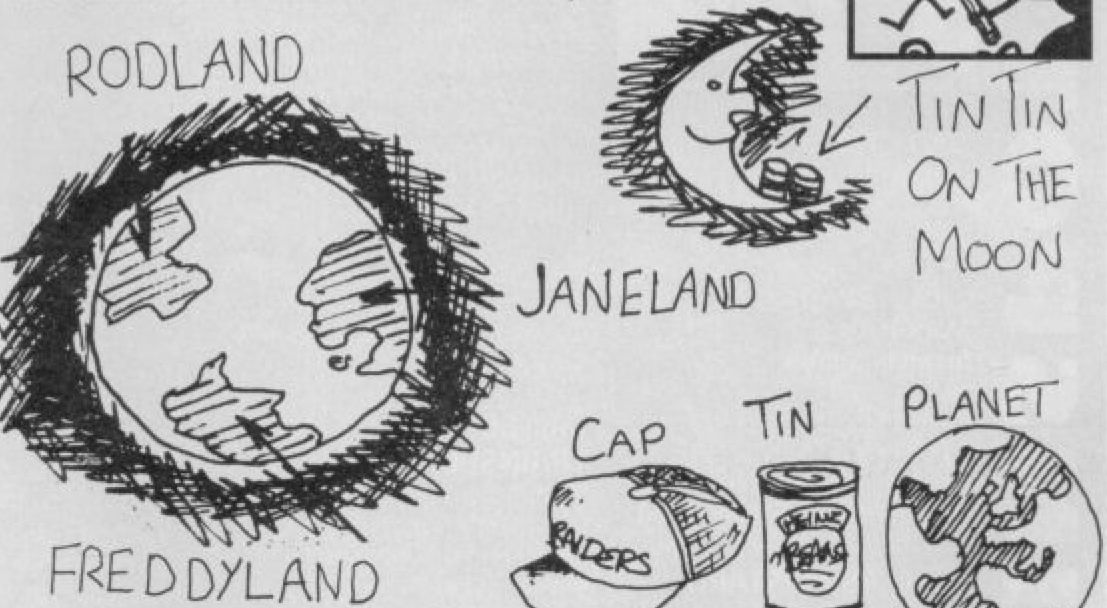
What a beaut idea! Your official document is reproduced below so that all readers can photocopy it, sign and keep it in their wallet next to their donor card. All Spec chums can now feel safe in the knowledge that, should anything untoward happen to them, they will be assured the finest service once this paper is found on their person.

Someone in the know told me that Richard Darling is neither a slug nor a mafia teaboy. He is in fact the reincarnation of Leonardo Da Vinci and, in his spare time, likes to draw detailed diagrams of freshwater fish. According to David Darling he's absolutely brilliant. **Ed**

DOODLEBUGS

Isn't it strange what makes people laugh? We in the Shed couldn't pick ourselves up off the floor for a full five minutes after reading Upton Jazz's *Brendon Westwood*. After we'd calmed down we tried to work out what it was that'd made us laugh. We couldn't, maybe you can. The other pics dotted around (aren't those art people clever?!) are also by the strangely monikered Upton Jazz.







YOU SHOULDN'T BE HERE

Dear Mint Sauce, it's me, Jonathan Taylor, again. Thanks a lot for your brilliant drawings and the card. I've put in the place in my room, it's near the door so everyone sees it cos it's so cool and everyone loves the drawings. I've got a specialised Rockhopper, what have you got?

Jonathan Taylor
Macclesfield, Cheshire

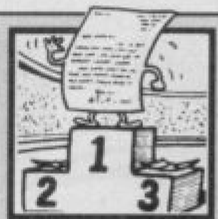
I thought this was a totally surreal piece of literature, I showed it to Linda so that she too could marvel at its rad attitude. She was a bit unimpressed, especially when she found the envelope. It was addressed to Mountain Biking UK.

By the way Jonathan, I haven't got a Rockhopper but I have got a really

NORMAN TEBBIT'S DEAD SERIOUS CORNER



STAR LETTER



KEEP YOUR WALLET BULGING

Um, this letter could be long and crap, so do your job and do some editing. This is a sort of reply to Dominic Scarr's letter in ish 74. Now, I got an Amiga 500+ with an upgrade to boot. All was fine for a week or two 'til I got bored of all those Simpsons, killed all the lemmings and failed to save the earth in *Captain Planet*. I then went to buy a game and, oh dear, it cost £30. I went home with *Switchblade 2* and an empty wallet. Still, the game was good and it kept me occupied for a while. A few days later some bod came round and bought my Speccy. This was a very sad occasion indeed. Thankfully, he forgot all my YS mags so I had a quick look through them when he'd gone. I was gutted – the games all cost £10.99 and £3.99. Okay, so the graphics aren't as good, but you can't beat a Speccy for playability and speed.

In short, Speccy's are the best and, yes, I still buy *YS* cos it's a peach. And I'll be filling in the SOS campaign.

Dennis Symeou
Great Yarmouth, Norfolk

We got quite a few letters like this one, all reassuring us that the Speccy was quite good really and they were quite sorry to have got rid of their's. But the horrible truth is that they all did get rid of their Speccys. They all gave in when faced with the prospect of big, clear sprites and didn't think about the massive price tags. You have been warned Spec chums! Think before you walk into that high street store and think before you point at the lovely, matt white computer. Think to yourself – is it really worth it?

You can have the Star Letter but, seeing as three games won't be much use to you, we'll find you something else. **Ed.**

good bit on my Swiss army knife that's really good for getting stones out of horses' hooves. **Ed.**

ONCE UPON A TIME...

One day our cat opened the oven door, went in, and closed it behind her. This was because it was a cold day and the oven was on. Then a Buddhist came in and said he wanted the cat because it was clever. But I said, "No, Mr Buddhist man. You can't have our nice cat. So there."

He said, "I will be nice to it and feed it every month." I still said no cos that is not enough and cats have to be fed every day. He said,"But you have four cats and I have no cats." I still said no... and so on.

I'd better go now because if I don't hurry I might miss my bedtime story. And my Cow & Gate spaghetti bolognese will be getting cold.

Mr M Ystery
Aith, Shetland

Kids, eh? The older I get, the more annoying they get. I mean, they've got such an easy life and all they can do is bombard me with ridiculous stories. Everything's done for them and if they want anything else they just have to scream and

SMALL PRINT



Hmmm, yes, well, goodbye.
Chris "Confused" Cornwall, Ipswich
Well, you've got a choice of fish paste or cucumber and cress. **Ed.**

Gee Sir, better watch out. We're losing height fast.
Robin "Mean" Willemse, Hoogwarspel, Holland
Oh good, I've always fancied being a couple of inches shorter. **Ed.**

You won't catch me in a donut factory again.
Mr Wibble, Carmarthen, Dyfed
I know what you mean. Too many holes and not enough jam. **Ed.**

Man who goes to sleep with dancing owl coughs silently through the night and wakes up knackered.
Upton Jazz
Crazy name, crazy guy. **Ed.**

My sychiotrist's name begins with a P.
Rob Little, Guildford, Surrey
My shiropperdist wears a wig. **Ed.**

I am quite a jolly little person.
Stuart "Fonz" Dodd, Monkmoor, Shrewsbury
Only really bad-tempered people say things like that. **Ed.**

How are the fish?
Johan Schwarzki, Laleham, Middlesex
They died over the Christmas hols. But don't worry, we've got a stick insect now. He's called Bert and he's very happy. **Ed.**

TRAINSPOTTERS



SAD CITY

In issue 73 you printed a message in Input Output twice! The message was from a Martin on 0206 384472. Now try and get out of that one. Ha!

Mark Rodger
Ipswich, Suffolk

Your life must be lacking something if you notice mistakes like that. You should get out of the house more. **Ed.**

KEEN AS MUSTARD

I demand a Trainspotter for finding a mistake in the January '92 issue of *Your Sinclair*. I am referring to the crossword on the front cover because it said that the clues were on page 76. I quietly turned to page 76 and, being a keen crossword lover, was very distressed to find that there was a clue for 6 down but no 6 down on the cover. You can imagine how horrified I was when I saw the clue for 5 across and realised there was no 5 across on the cover. So please, please, please send me a Trainspotter to cheer up an old crossword-loving Speccy owner.

Philip Clarke
Brent Pelham, Hertfordshire

Have you any idea how hard it is to compile a crossword? They take at least five minutes and, by the end, your brains just so muddled that you wouldn't be able to spot a mistake if it was wearing fishnet tights and deelyboppers. Anyway, it wasn't my fault. It was Andy 'Crap Bike' Ounsted wot forgot to put the numbers on. **Ed.**

SAINSBURY, TRAINSBURY

My dad was horrified to read a statement in my *YS* magazine the other day. After living in Bath all of his life he felt I ought to write to you and correct a mistake which appears in the Jan '92 issue.

Your report on the *Evening Star* game indicated that the old Somerset and Dorset trains left Bath Spa station. But you're wrong! They left from Green Park station which now belongs to Mr Sainsbury. The amazing thing is that the offices in which you work are no less than 200 yards from this station.

My dad thinks I deserve a reward.

Michael Trim
Bath, Avon

Erm, well... Er, y'see... Well, the press release just said Bath Spa and we thought it meant the main station. After all, if we want to go to Taunton for the day, that's the station we go to. Anyway, Sainsbury's is a good four hundred yards from the Shed. **Ed.**

GIVE US THE FACTS, MR JONES!

In ish 74 you say that Seymour is a slug. Leigh Loveday doesn't give his opinion, but Richard Eddy says he's a 'sweet, cuddly thing.' I know what he is – he is most definitely a potato. Alright, so they don't usually have arms and legs, but neither do eggs. So there you go.

Je veux un Trainspotter maintenant, Monsieur.

Jones
Tonbridge, Kent

How many times do I have to tell you lot that it's facts and not opinions that earn Trainspotters? Anyway, Seymour's a spitball.

ßTu n'a pas un Trainspotteur, Monsieur. **Ed.**

WONDERFUL WORLD OF SPECCY



NO SCRAP

Yo! Greetings, Editor, and compliment of the season (New Year). I would have written since. I would have done so early and should say that the countrywide ennumeration for nearly a week adds delayness to it. I hope you had a funfall and jolly time and should say that the New Year holds more than Xmas, but both matters in everybody's mood.

Not been all that garrulous, I'll start my points writing. I would like to say a very big thanks to Future Publishing for their generosity, they sent an April issue of Sinclair magazine to a very close friend of mine. The mag is no scrap and we bid the YS team farewell and the best. We pretty learnt a lot of games, and not only games but film. I should say your magazine help advertise and brings the films games derived into reality. We came across certain strange lovelies. On behalf on new readers, pray you tell the uses and differences of Amiga, Amstrad, Commodore, Taito, hardware, software and disc.

Stating, fully on these, we'd like explain about computer games. Also, editor, I, we mean ourselves, lack games a lot. Please...

Ope Kehinde
Lagos, Nigeria

I was quite excited by this letter at first, but then I realised that the writer was only after some free games. Pah! Still, I believe that such a letter deserves a reply. So I'll start by wishing you the compliments of the season (Valentines Day). I actually prefer this time of year to Easter but, as you so rightly note, both matters in everybody's mood. Love's my main mood, man, so I'm dead chuffed at the minute. Girlies seem to think that they have to be nicer to you around Valentines Day; it's cos they're scared of not getting any cards. I tried explaining this little theory to Maryanne but she just trod on my toe and walked off. Ho hum!

Anyway, Mr Kehinde, I'm afraid I'm not feeling very garrulous but I should say that I'm glad you've learnt something from YS. Now, when unrad parents complain about the word 'cos', I can hold you up as a shining example of the educational qualities of this mag. Here's another bit of brain food:

- *Amiga, Amstrad and Commodore are all different brands of computer. Some cost more than others but they all do basically the same thing. Some just do it better than others.*
- *Taito is the name of a Japanese software company. They make great big arcade games.*
- *Hardware is yer basic computer, like, and software is all the stuff you load into it.*

You can buy software in special software shops, it's very expensive and we can't afford to give ours away to anybody who just asks for it. **Ed.**

AROUSE A GENERAL WOW THE *YS* WAY!

Do not be surprised to receive a letter from Russia. *Your Sinclair* reaches Moscow, but after a period of time. Indeed, only few issues were brought to me by my friend, who visited United Kingdom not long ago.

You must know that in Russia there are many Spec chums, most of them have self-made Spectrum compatible computers, their number has reached maybe three million or more. And all of them suffer from the lack of latest information. YS is practically unknown in Russia, only rumours run that there is something.

YS aroused general WOW! I read it myself, my friends read it in turn and everybody admired it. Unfortunately we cannot subscribe because hard currency is not available yet and few people know English to such extent that they can read *YS* easily. Your slang is great, but hard to understand. As a result the number of *YS* issues in Russia can be counted by fingers. Why not publish Russian version of *YS* here in Russia. I can find a publisher.

M,
Moscow, Russia

I can't just hand over the publishing rights to Your Sinclair just like that! These things take time and I'm not really in a position to give you the go ahead. If there are as many Spec chums in Russia as you say then something should definitely be done to alleviate their suffering. How can a Spec chum thrive without his, or her, monthly bread? A Spec chum needs YS like a banana needs its skin. Without YS any Speccy owner is only half a Speccy owner.

The thing to do is to take matters into your own hands. Publishers cost lots of money and are never happy. (You're fired. Jane the publisher) Except for my publisher, of course. I'd advise you to set up what we in li'l ol' Great Britain call a fanzine. They're fun, cheap and all your own work. Once you've got that sussed, you can go to your publisher friend and tell him, or her, that you've got this really ace mag and if he took charge and made it all glossy and colourful he could make tonnes of hard currency. Wow on. **Ed.**

mum comes running. Enjoy your Cow & Gate while you can kid. When you reach my age people give you very strange looks if you say that your favourite food is creamed spinach. **Ed**

COME OFF IT

I've got a serious complaint about the Star Letter in ish 72.

You, you, you just leave my Linda alone. Good on you, Linda. Keep the lads in check. Any more nonsense and I'll be down there in a flash and I'm harder than you. I've got my eye on you.

Stefan Dennett
Brora, Sutherland

Why do why people think Linda and Maryanne are so hard done by? I'm sure they steal all my letters, take down the names and address and write letters full of lies to gullible Spec chums. Don't be fooled readers, they keep me locked in the shed from 8.30 to 10 pm and only allow me a portion of chips a day. If we lived in a civilised country they'd be put away. Pah! **Ed.**

TELEPHONE THING

In every issue in Input Output, someone from my area seems to have an advert in. Everytime I try to ring one of them up, they're all out. Am I missing something, or is it just me that's crap?

Peter Lawson
Rossendale, Lancashire

Probably the latter. Our Speccy was playing up a bit the other day and I got Linda to phone a couple of the numbers in Inny Outy to see if we could get hold of a spare one. She managed to get through to loads of people, unfortunately they'd all sold their specs. Still, at least the numbers worked.

Are you the Peter Lawson who married a Kennedy girlie? (That's Peter Lawford. Linda) Oh, I suppose you're not then. **Ed.**

FEMTO PICO



CLEVEREST SCIENTIST ON EARTH

Having endured the worst January snowfalls since mad Jim McMurry poured his 1972 teacher's dandruff collection into the Arndale centre's air conditioning system, Femto's determined to relax a bit more during February...

The other week I got a call from my 2nd cousin Yuanco Pico, a resident of Japan. He's head chef for the Prime Minister, and he needed some extra staff. He gave me a bell and asked me over to prepare my world famous Spicy Peegball Risotto for a visiting dignitary.

I hopped over to Japan and was soon up to my elbows in pig's innards. I followed the recipe but, on tasting it, I decided that it needed a dash of something special. The local grocery shop had loads of jars of odd looking subtances and I plumped for Hari-Kari-Hotchaun.

I stirred in four large teaspoons of this stuff and my risotto started to bubble extremely fiercely. I sipped it and promptly parked my breakfast all over the kitchen porter. At that moment Yuancò came in and picked up the bowl and placed a large portion on a plate bearing an American flag.

A serving hatch offered me a brilliant view, and I saw the guest of honour, George Bush, take a large gulp of my dish. He paled and then did a full-on upchuck into his lap and passed out under the table. I didn't hang around to chat to the secret service men who were sprinting towards the kitchen and I'm now happily back in England. Anyway, here's a letter.

Dear Femto
I want to carry your child.
Madonna

This isn't from the international popstress, but a nanny called Madonna Ponsonby-Smythe who replied to my advert for a minder for Bingo Pico. Ho hum.

Adios readers and remember, a goose lost is a goose with a better compass than you. Tata.
Femto

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THE WORLD THE WORLD

All that's happening out there, on the big screen, in the high street, on the radio and in print, oh and some other stuff too.

Bill and Ted's Bogus Journey

(Columbia) Cert PG



Listen up most excellent *YS* fans. My name is Bill S Preston esquire. My friend here, Ted Theodore Logan is in a most non non heinous trance. Bogus!

Starring Alex Winter, Keanu Reeves

Bill and Ted are two most excellent surf-bums who enjoy nothing better than indulging in a spot of thrash-metal guitar twanging. They're also as dim-witted as a pair of particularly thick Marigold rubber gloves. However, this didn't stop them from having a massively excellent adventure through time, visiting dead dudes like Beethoven and Socrates.

Their second outing takes up shortly after the two have left high school. They've left home and are dating the two Princess babes from the first film, while enjoying a meagre existence as aspiring rock musicians in their Wild Stallyns band. Unfortunately, a really creepy geezer called Normalus hates Bill and Ted and sends two evil killer androids back in time to bump them off. If the androids succeed then the future will be horrible.

Thus Bill and Ted have a totally bogus journey thrust upon them which sees Bill totally posessing his dad, the two beating Death at Battleships and mugging a few souls in order to get into heaven. Bill and Ted's Bogus Journey is stylish, funny, totally bodacious and directed by a British dude, so check it out. Oh, and be excellent to each other.

***YS* Flick Rating 9/10**

BOOKLOOK

The Rachel Papers
Martin Amis
Penguin £2.99

Forget about fantasy lands, huge great spaceships with ominous secrets, creatures which live under the stairs and practical guides to photography for the moment. If you want to read a book which is about English yoof in the '80s and '90s then check out The Rachel Papers by Martin Amis. It's the story of a chap called Charles Highway and his exploits in modern London. It's got lurve, spots and toilet habits. What more could you possibly want? Buy it forthwith.

***YS* Rating 8/10**

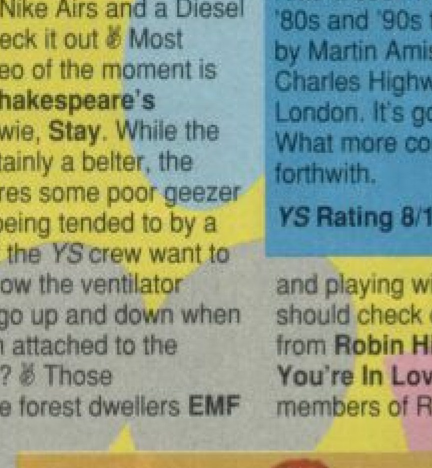
SOUNDS

With Bohemian Rhapsody squatting at the top of the charts for so long you'd be forgiven for thinking that there was naff all else happening on the music scene. How wrong you'd be • Those totally awesome head swirlers **Primal Scream** have released the second single from their radical album Screamadelica. It's called **Move On Up** and is an absolutely wicked mix of twangy guitars and bone shaking groovesome lyrics •



"Ich spill n'acht no, we will not let you go, let him go." Excuse me, but what are you on about?

Meanwhile one of the better dance bands to emerge at the end of last year, those raving loons **Prodigy**, are storming up the charts with their new track **Everybody In The Place**. If you enjoy working up a drippy sweat in a pair of Nike Airs and a Diesel top then check it out • Most morose video of the moment is definitely **Shakespeare's Sister**'s newie, **Stay**. While the song is certainly a belter, the video features some poor geezer in a coma being tended to by a girlie. What the *YS* crew want to know is – how the ventilator thingy can go up and down when it's not even attached to the chap's face? • Those unbelievable forest dwellers **EMF** are hard at work writing songs for their new album. Apparently it's going to be a lot rockier than their previous effort. Dig out your kaftan and grow your hair • Perviest song (which doesn't immediately appear to be pervy) of the moment has got to be **The Sugarcubes** little knee trembler, **Hit**. It's also got one of the weirdest videos that anyone in the shed can remember seeing in a long time. Lots of dressing up and playing with Ken and Barbie! • REM fans should check out the latest slice of pure pop vinyl from **Robin Hitchcock**. It's called **So You Think You're In Love** and features a couple of members of REM on the B-side. S'wonderful! • **The Manic Street Preachers**, much beloved by our punky Art Ed, are busy telling everyone that **You Love Us**. The album should be out soon.



Hutch's gone right off EMF. His favourite band of the moment are Primal Scream. Psyche on!

RUMOUR

Word has it that an American studio is going to make a new film about a detective called the Saint. The Saint was a really popular series back in the '60s and '70s and, amongst others, featured Roger Moore in the title role. It was all about this detective whose single claim to fame seemed to be that he drove a nice motor and led something of a charmed life. Unfortunately, the word is that they're going to use an American as the star. Get ready for another completely dreadful English accent, folks.

FLIP!

Only two members of U2 were actually born in Ireland! The Edge and Larry Mullen Jnr were born in Wales and England respectively!

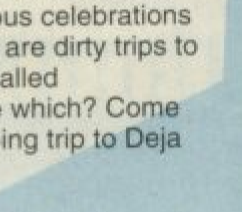
AN EQUAL Sequel?

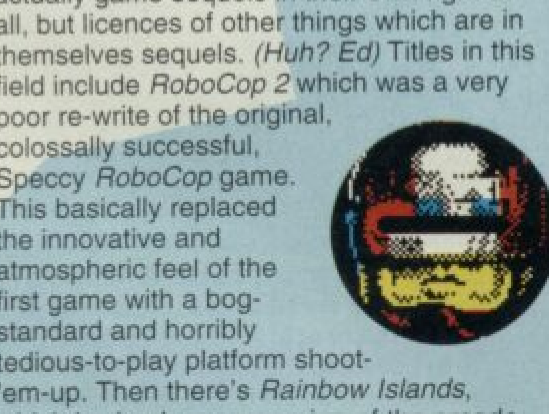
If something sells well, then give the public the same again, only this time stick a *Two*, a *Three*, or a *Revenge* after the title and the public are bound to buy it. Stuart Campbell investigates this peculiar phenomonem and asks *Is there any such thing as an equal sequel?*

Sequels, eh? Don't you just love 'em? Well, yes and no. It's easy for Hutch to ask if there's such a thing as a half decent sequel, it's me who has to wade through the 3,000 (approx) of them that have hit the shelves, trying to work out if they're as good as their progenitors. *(Look it up. Ed)* Quite frankly, by the end of the whole thing I never wanted to hear the word 'Two' again in my entire life. *(Two! Ha. Ed)* The answer to the question is, of course, that some sequels are joyous celebrations of original code, and some are dirty trips to that portion of code-town called Dumperville. But which are which? Come with me as we take a gripping trip to Deja Vu City to find out...

All Bound For Vu Vu Land

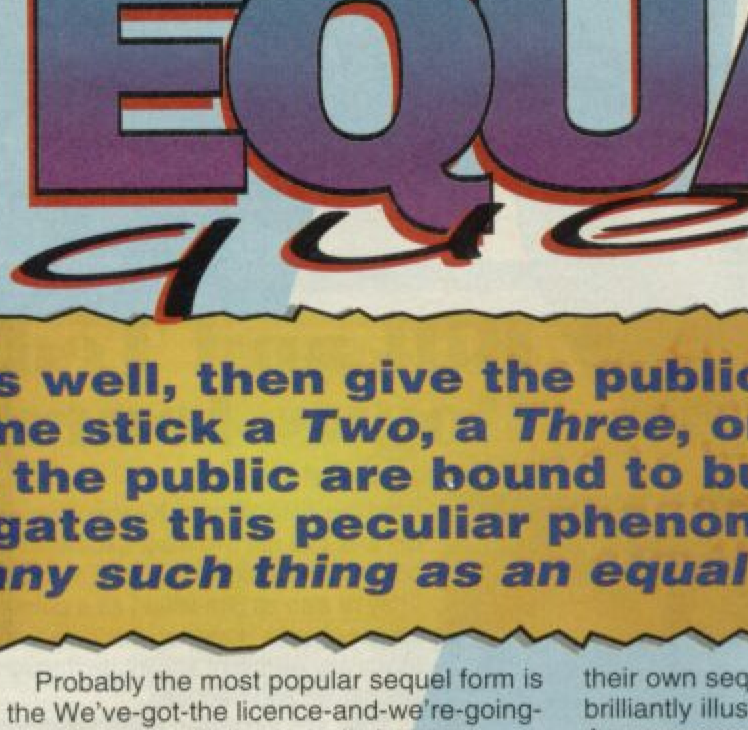
So, just what exactly constitutes a sequel? It's not as obvious as you might think. I mean, you've got sequels that aren't actually game sequels in their own right at all, but licences of other things which are in themselves sequels. *(Huh? Ed)* Titles in this field include *RoboCop 2* which was a very poor re-write of the original, colossally successful, Speccy *RoboCop* game. This basically replaced the innovative and atmospheric feel of the first game with a bog-standard and horribly tedious-to-play platform shoot-'em-up. Then there's *Rainbow Islands*, which is simply a conversion of the arcade game, which just happened to be a sequel to *Bubble Bobble*.





"Blooters!", said Percival. There's a whopping great hole in my inflatable Loch Ness monster!

Probably the most popular sequel form is the We've-got-the licence-and-we're-going-to-milk-it style. This generally happens when a software house has bought the licence to a movie or coin-op, then written their own sequel to it. This approach is brilliantly illustrated in the *Renegade* series. A groovesome first game was succeeded by a slightly less 'triff 'unofficial' follow-up (*Target Renegade*) and then by a hugely less brilliant second sequel (the useless *Renegade III*).



Naturism (of course) has become a way of life for many millions of dung beetles. Here, a formation beetle squad line up for an inspection by her worshipful mayoress Natalie.

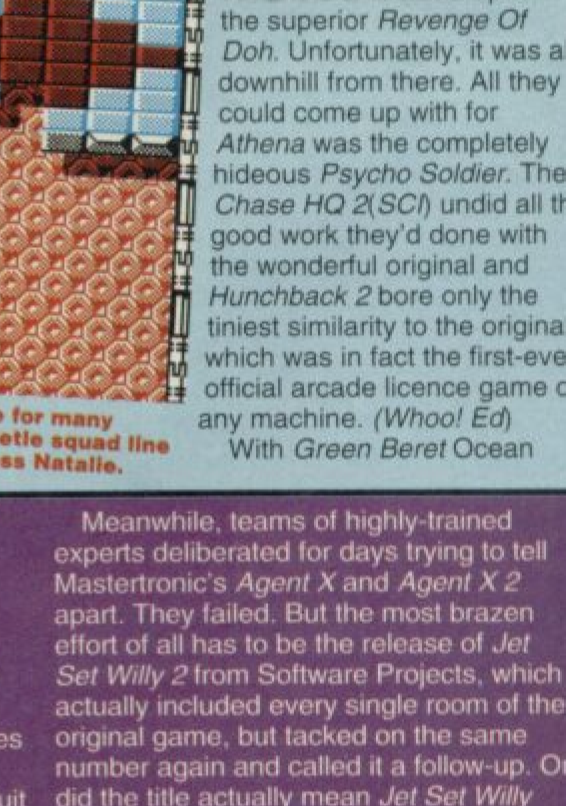
Ocean seem to have been particularly guilty of this ploy. They tried it with *Arkanoid* and came up with the superior *Revenge Of Doh*. Unfortunately, it was all downhill from there. All they could come up with for *Athena* was the completely hideous *Psycho Soldier*. Then *Chase HQ 2(SCI)* undid all the good work they'd done with the wonderful original and *Hunchback 2* bore only the tiniest similarity to the original, which was in fact the first-ever official arcade licence game on any machine. *(Whoo! Ed)*

With *Green Beret* Ocean

One Of Our Games Is Both The Same!

Of course, some sequels might as well not bother with the '*2*' at the end of their names at all, so similar are they to the originals. CodeMasters sold lots of copies of *Fruit Machine Simulator*, so they released it again with slightly different fruit and called it *Fruit Machine 2*. Similarly, their *BMX Simulator 2* was just the first one again with some different tracks. Mirrorsoft followed up *Dynamite Dan* with a sequel which was actually mistaken for its parent on buses several times and refused half-fares. And the only difference between Odin's *Nodes Of Yesod* and *Arc Of Yesod* was the fact that the second one had a marginally less silly name. Melbourne House brought us *Mugsy's Revenge*, a game so like the first *Mugsy* that many observers suspected the programmers had accidentally picked up a photocopy of the original code instead of their specification list.

Meanwhile, teams of highly-trained experts deliberated for days trying to tell Mastertronic's *Agent X* and *Agent X 2* apart. They failed. But the most brazen effort of all has to be the release of *Jet Set Willy 2* from Software Projects, which actually included every single room of the original game, but tacked on the same number again and called it a follow-up. Or did the title actually mean *Jet Set Willy* times 2?



"Skill." Not usually the kind of word you'd associate with a fruit machine is it?

Serial Fillers

Some games have, of course, spawned more than one sequel. This is just a thinly-disguised attempt to create a cult hero in the games-buying public's consciousness by sheer ubiquitous presence. Usually the games operate by the law of diminishing returns, getting less popular as the series progresses. The most celebrated these days, and the glaring exception to the previous rule, is the *Dizzy* series. There's *Dizzy, Treasure Island Dizzy, Fantasy World Dizzy, Magicland Dizzy, Fast Food, Kwik Snax*, and *Dizzy Panic*, with *Bubble Dizzy, Dizzy Rides The Rapids, Prince Of The Yolk Folk* and more all on the way.

Times gone by have seen popular icons made out of many, including Monty Mole in *Monty Mole, Monty Is Innocent, Monty On The Run* and *Impossamole*. Then there was Wally Week in *Automania, Pyjamarama, Everyone's A Wally, Three Weeks In Paradise* and the spin-off *Herbert's Dummy Run*. Horace was the first character to have more than one game made about him; namely *Hungry Horace, Horace Goes Skiing* and *Horace And The Spiders*.

Rockford was another temporary hero who starred in the *Boulderdash* series, including the *Boulder Dash Construction Kit*.

The Ultimate double-act of Sabreman and Jetman could be found in *Jetpac, Lunar Jetman, Solar Jetman, Sabre Wulf, Underwurlde, Knight Lore* and *Pentagram*. Finally, there was the Magic Knight of *Finders Keepers, Spellbound* and *Knight Tyme* fame. Sadly, in these days of coin-op and character licences, old Diz may well be The Last Of The Original Heroes.



"One of you guys is going to have to sign for this apple," said Dizzy. "Ask the thin guy on the wall," replied the snot-monster, grinning sheepishly.

simply nicked the name from the popular game *Green-Beret Vindicator* to try and sell a fair-to-middling vertically-scrolling blaster. And finally, there's the bizarre *Kong Strikes Back*, a sequel to *Donkey Kong* which was actually an unlicened conversion of a completely different coin-op called *Mr Do's Wild Ride*. Spook.

Others guilty of wringing the last drop of value out of that expensive licence have included Elite with *Bomb Jack*. *Bomb Jack 2* was a particularly poor effort, but at least it wasn't quite as dull as the recent *Mighty Bomb Jack*, which flopped due to being rubbish and because nobody could remember

BLIM!

Olli And Lissa. A fine little cartoon game. As was the sequel, *Olli And Lissa 3*. Hang on a minute... Nope, extensive research reveals that there was, in fact, no *Olli And Lissa 2* ever released on the Speccy. Weird.



Life in the aquarium was never dull for Blinky and Plank. These two mutated mushrooms would spend many happy hours rolling sherbert drops next to breeze blocks in the hope of a meltdown.

who Bomb Jack was after all this time anyway. Domark gave a bizarre space-travel setting to *Trivial Pursuit 2 -A New Beginning*, but completely failed to induce lots of space on shop shelves as the kids ignored the game in droves.

Seen It All Before...

How about the plain old 'crap sequel' (to use a technical term), which simply doesn't come close to the fabness of the previous title? Fine examples of this species are to be found in *Rebelstar 2*, a sort-of-okay follow-up to the second-best game of all time; *Alien Highway*, deadbeat descendant of the great *Highway Encounter* and *Spy vs Spy 2* and *Spy vs Spy 3* which are overcomplicated and graphically horrendous, when compared to the simple slapstick violence of their predecessor. There's also *Costa Capers*, an impossibly hard and dull sequel to the seminal *Technician Ted*; *Chuckie Egg 2*, the iffy arcade adventure following up one of the greatest platform games in history and *Dan Dare*, a fine game which was superceded by the alright *Dan Dare 2* and then the abysmal *Dan Dare 3*.



One More For Your Uncle Stuart



For every three cheap'n'nasty cash-in jobs, you do get the odd success. *(Thank Zob for that! Ed)* Yep, sometimes the follow-up takes the original game and actually comes up with something as good or even better. Check out *Android 2* from Vortex, *Starstrike II* from Realtime, *IK+* from The Hit Squad, *Bak To Skool* (sequel to *Skool Daze*) from Microsphere, *I Ball 2* from Firebird, *Antics* (sequel to *The Birds And The Bees*) from Bug-Byte, or Hi-Tec's *Guardian 2*. Every one of these games is superb. They all expand and improve the original game, which was pretty flippin' excellent in the first place. This just goes to prove that the show's not over 'til the fat lady sings. Whatever the hell that means.



When Larry Quaterzebe left Ursula Minor, little did he know that a race of alien lino floor tiles would attack his spaceship, USS Lozenge.

Life sucks!

Sequels never live up to expectations. It's the same with films – the original is always the best. *(What about Bill And Ted's Bogus Adventure? Ed)*

You see, sequels have little to do with a pursuit for quality. They're about money, pure and simple. Occasionally a half decent game will appear that does something new and valid, but you only have to take a peek in the bargain bin at your local computer shop to see that sequels usually suck.

Here at *YS* we're a forgiving bunch of loons, but we've been treated to so many dreadful sequels that we tend to file them in the circular filing cabinet under the desk. Spend your dosh on original games, original crisps and original pop and you won't go far wrong.

The Retrospective Sequel

In about 1985, Imagine released a brilliant coin-op conversion of *Hyper Sports*, itself a sequel to the arcade's *Track And Field*. Four years later they converted *Track And Field* for the *Game, Set And Match 2* (hey!) compilation, except this time it wasn't brilliant. In fact, it was one of the worst Speccy games in the world ever!

Double Dare

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When I was twelve years old, my best friend made a bet with me. He reckoned that I didn't have the bottle to run away to Australia. Being an honourable (stupid) schoolboy I took my friend up on his offer and, during morning break, set off out of the school gates. I made it as far as the other side of town before getting completely disillusioned with the whole idea. Therefore I turned around and wearily wandered back to school. Unfortunately I'd missed double religion and Mouldy Matthews (the teacher) put me on detention for a whole week for skiving off. All of which just goes to show you what crap things dares are.

Double Dares however are wonderful things. You see, they enable you to throw a silly dare back on someone so that they end up looking stoopid and you get to eat your crab paste sarnies in peace. All of which leads us along quite nicely (and why not) to *Double Dare*, the Speccy version of a quiz which takes place during Going Live on Beeb One.

Granary baps anyone?

Ermm, no thanks I'll go for the baguette as usual please. Anyway, *Double Dare* is a quiz game. You can play either another person or the computer. The idea is to answer questions successfully. These come in the form of multiple choice questions, in which you have three choices. However, there's some extra skill involved in this game. If you think that your opponent can't answer the question then double dare them, then if they answer incorrectly, you get double the points. If they get it right, then they get the bonus. *(Is that it? Linda)*

Not really no, you see, they can still throw the dare back at you, even before they answer, a kind of triple dare. At this juncture you can choose to either answer the question or take a challenge. These challenges test your mental agility by setting three types of test.

Place the Face is the first challenge you'll encounter. The idea of this is to re-arrange a famous face. This isn't as naughty as it sounds, you see it's like one of those plastic puzzles where you have to shuffle blocks around, or to draw a more modern analogy, like the *Spitting Image* game.

The second challenge is called Follow the Leader. The idea of this is rather like those crap 'electronic' games from the early eighties where this round thing would beep out noises and colours in a certain order and you had to repeat it *(You don't mean Simon do you? Linda)* Ermm, yes that's the one, but this version's a lot easier as it only has six levels.

If you're unfortunate enough to get three challenges then you'll be faced with the Pyramid Power game. Here the idea is to transfer different coloured discs (arranged in descending order of size) across three pegs making sure that they're in the right order when they get to their new peg. If it sounds confusing then try completing it on your Speccy!

More spleen Mr Billington?

No thank you Marjorie, I'm in the middle of a review. Where were we? Right, so *Double Dare*'s a kind of *Trivial Pursuit* without a board and with a few penalty clauses built in. It's actually jolly easy to play. The computer asks you a question and you either answer it or dare someone. Even James (God rest his soul) could have handled this.

The graphics are lovely, cheery and thoroughly suplex-duplex; the crap presenter of the show wobbles his jaw as the question is read out and your pixel team does a little victory 'hurrah' whenever they get a question right. The challenges look gnarly too, loads of colour and some thoughtful use of the odd colour clash.

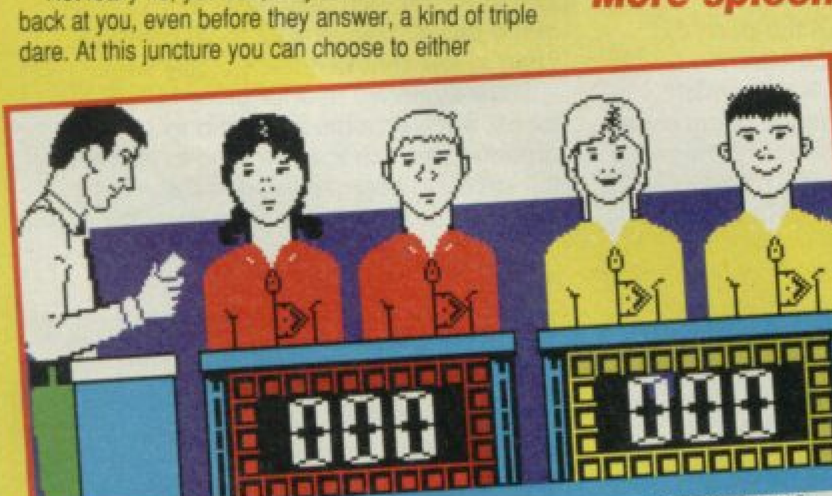
Here's a nice little game. Nice in the way that your mum might say it, generally alluding to its wholesome qualities. I mean lets face it, you don't get to kill or otherwise injure anyone in this game, not even the odd put-upon alien. Nope, it's cerebral, fun and very much a 90s game. The aliens are dead, long live the brain.



Little known to Barty Bradshaw, Samantha Prithey-Dowd had secretly joined a Tibetan smile-stealing sect.

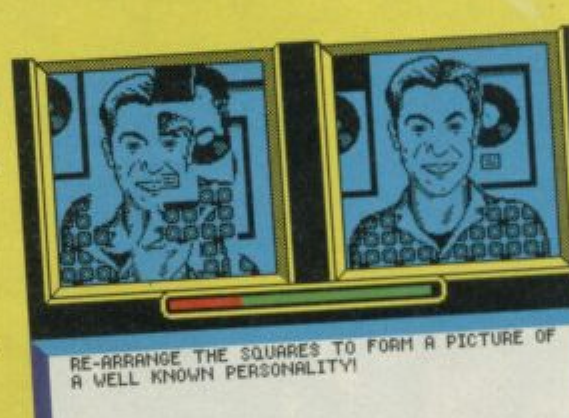
BLIM!
The neuron to glial cell ratio in Section 39 of the brain of Albert (Relativity) Einstein was 1.12 as opposed to a normal human being's score of 1.936. That's a difference of 72.8 per cent.





When subjected to three hours under an oscillating jelly mould, the Prussian beer-nut will usually develop a huge groin strain and retire to the Cayman Islands for a spot of Etruscan frog whistling.





"Jiggers," said Barry. "That dashed alien jigsaw transformer's got Ziggy in its grasp. Get me some cantaloupe soup double quick time."

FINAL VERDICT

LIFE EXPECTANCY 81°	ADDICTIVENESS 83°
GRAPHICS 80°	INSTANT APPEAL 82°

DIAGNOSIS
Brain straining game with some cuddlesome twists.

82°

YS ADVENTURES



Fancy writing an adventure? Well, here's TIM KEMP to show you how!

ADVENTURE WRITING IS EASY...?



Ever thought of writing an adventure? You'd be surprised to learn just how easy it can be. It's also incredibly easy to market them yourselves! This short series of articles is aimed at those of you out there who have perhaps written a game in the past, but found the process too tedious to carry on, or too difficult to sell the finished product, or too daunting to even start in the first place!

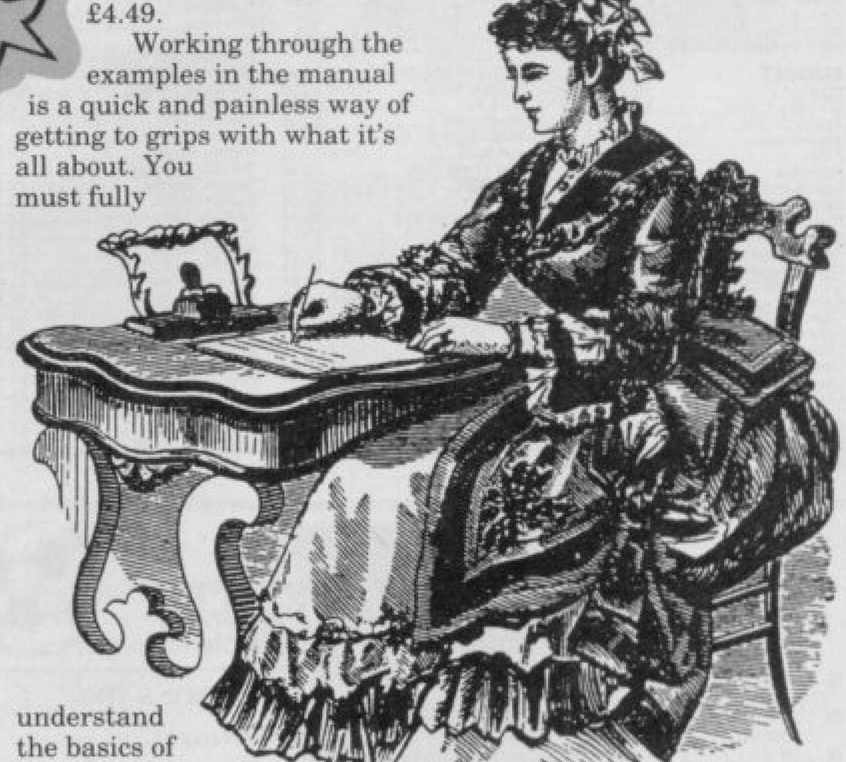
This isn't a 'how to program' course, it's more of a series on how best to explore the options available to you, and how to make things easy for yourself.

There's an initial outlay to be made if you want to be successful. A copy of Gilsoft's *Professional Adventure Writer* (or *PAW* for short) will set you back about £15.95. Unless of course you've used last month's coupon and got a *PAW* starter kit for a little under a tenner! But you don't need to even spend a tenner to get up and running. Gilsoft also produce *The Quill*, an aging yet eminently useful adventure writing utility. The main difference between the two utilities is that the *PAW* allows you to be more flexible when it comes to object manipulation, inputting your commands and controlling all other aspects of the game. *PAW* lets you give commands like: Get the green bottle from the table and drink the liquid from it. *The Quill*, on the other hand, only allows verb-noun input. Don't let that put you off though. One of the best adventure authors around is a chap called Laurence Creighton who produces some really great games using just *The Quill*, a bit of time, and a lot of imagination.

Imagination is the key word when it comes to programming an adventure. Inspiration is another good word, and the two tend to go hand in hand. When an idea strikes you (inspiration) you need a good imagination to be able to develop it and work the idea to fit the situation in the game. You can, of course, get by without much of either of those attributes, but it makes for a bit of a crap game.

But before I get ahead of myself, let's start at the beginning...

To kick-off your adventure writing career you can quite happily opt for a copy of *The Quill* which comes complete with *The Illustrator* package (to add graphics to your adventure creation) and a good manual that takes you through the basics and on into the more advanced aspects of adventure authoring. The price of *The Quill & Illustrator* is just £6.49, so it's quite a bargain. A bigger bargain can be had if you opt for buying *The Quill* on its own for the ridiculously low price of £4.49.



Working through the examples in the manual is a quick and painless way of getting to grips with what it's all about. You must fully understand the basics of whatever adventure writing utility you are using before attempting to produce your own game. To go into depth about the actual nuts and bolts of learning your chosen utility is not what this article is about. What I'm trying to do is give you some basic pointers, and a few ideas, so the best advice I can give you is stick with it, keep an open mind and try to enjoy yourself while learning the basics. (It's really not that hard once you get into the swing of things!)

Once you've got the manual sussed, typed in the demo games and examples, and gone as far as you think you need to go, then next up comes the writing stage. Now there's several ways you can go about producing your masterpiece. Many people like to work out every detail of the game on paper before they commit themselves to actually programming it. I suppose that makes a lot of sense in the long run. The only problem is that you can become frustrated at only seeing your ideas on paper rather than up and running on the computer! If you are planning on working out what's going to be happening in your game before you touch the programming side

Currently trying to get their adventure venture off the ground is **Merseysoft Limited**. Merseysoft boss, Robert Easton, has been in touch to say that they're on the look-out for all types of 'good quality' adventures which will be sold at the usual price of £1.99-ish. Anyone submitting a game for evaluation can be assured of a quick reply and if their game meets the quality threshold then royalties are negotiable! If that's got you interested (I'm even tempted myself!) then send your game to: Merseysoft Limited. 4 Poulton Hall Road, Wallasey, Merseyside L44 5SH and see what happens. If at all possible you should also enclose a full game solution, help-sheets etc.

CAPTAIN KOOK CRYPTIC CLUES (Part 2)

As promised (from issue 73) here's the second instalment of **Gareth Pitchford**'s groan inducing rhyming hints 'n' tips for *Captain Kook*. Incidentally, *Kook* is now being sold by The Guild as part of their *Guildmasters Vol1* compilation.

- If you are having problems in doing the monster mash, the solution involves getting rid of the ash.
- To get rid of the rust use an oil you can trust.
- Get past the plate and you'll be at large, for giving you the answer there is no charge.
- If you are a bit of a dope, why not try cutting the rope.
- If at a point you say "stone me!", lower it down and you'll be able to see.
- In the tunnels to get yourself off to a very explosive start, you might find some use in the advanced looking cart.
- The spider can be seen at number 15.
- Only a total fool would play with the capsule.
- A spidery ball marks the end of it all.

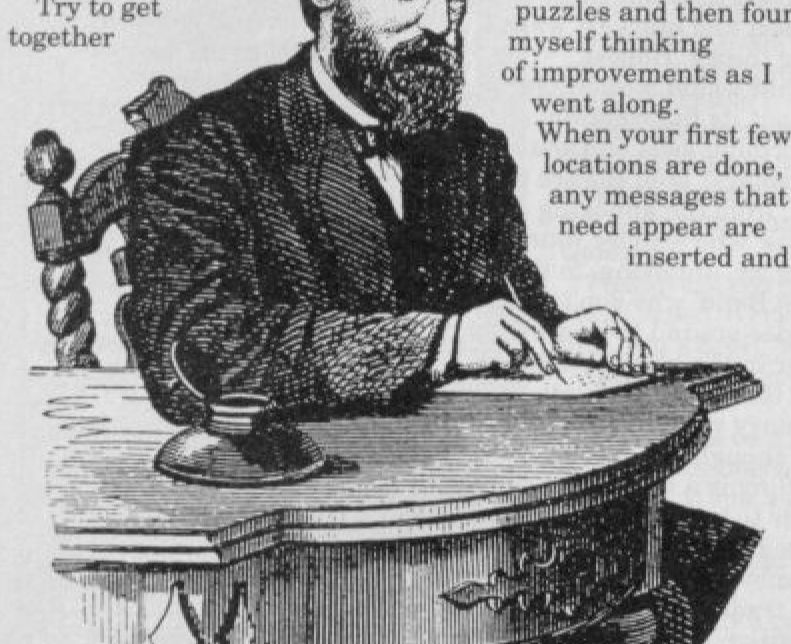
Many thanks for those, Gareth. If any one else has anything similar then you know where to send them.



of things, then the best way of going about it is to have a lot of note books handy – preferably separate ones for LOCATIONS, OBJECTS, STATUS, EVENTS and MESSAGES. Write out your locations, make notes of where objects can be found, detail the sort of things that take place during the game – what happens where, and why. Try to cross-reference your ideas when writing them down on paper so that you know that: "The mysterious glowing orb" (object) "hovers three feet above the stone floor" (message) at location number one. Also make a detailed note of what the objects purpose is, how you can get and use it and what other items may be needed to help you use it to the best of your ability at some stage on your travels.

A simpler method of getting things going is to actually program the game as and when you come up with the ideas. The trouble is that not everyone can think of things before they start writing, and if that includes you then the following method may be useful...

Try to get together a few ideas for the start of a game. What you'll really need are ideas that will get things off to an exciting start and which will hook the player from the word go without causing any frustration. Once again you'll need plenty of note books and squared paper (for making a map) to keep track of what's happening. Load up your adventure utility and start programming your ideas directly into it. Map out about ten locations as a start to the game and type their descriptions into the computer. Place a few objects in these first locations, create a few puzzles, build a bit of atmosphere, link everything together (as fully as possible) and play-test your creation! When I was a wee small lad (barely knee-high to a Gerrard) I found that the 'program-as-you-think' method was far more exciting, far less tedious than other methods, and far more flexible too. Many's the time I bashed in a few locations, dropped in a few problems and puzzles and then found myself thinking of improvements as I went along.



When your first few locations are done, any messages that need appear are inserted and tested, any problems you encounter are also programmed and tweaked until they work correctly, then you can simply carry on from there adding locations, problems and messages. You can link them together, even linking them with earlier problems, until you either run out of memory or your game reaches a suitable climax.

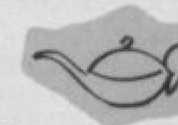
BLIM!
Bill and Ted's Excellent Adventure, isn't. It's actually a film and a gnarly, bodacious, excellent one at that!

The other option available to you is to draw out a map of the game, write out all the location descriptions and set about filling the basic framework with problems. The trouble with that method is that it is very boring. The main drawback is that you can't see much of the game 'up and running' quickly enough to hold your interest or spur you on.

Whatever method you choose to use to actually write your game will be a matter of personal taste. What will also be down to you is the games storyline, plot, or setting.

Universally, it seems that science fiction and fantasy adventures are the best liked genres. Remember that you are writing a game that doesn't need to abide by any hard and fast rules, so there's no need to make objects in the game behave as normal. If you want a pot plant to come alive and terrorise the neighbourhood, then do it! If you want a dinosaur to crash out of the TV screen, then do it! Let your imagination run riot.

Something to avoid at all costs is basing your adventures on friends and family or local happenings and places. Your efforts won't be appreciated or understood by people who don't know that turning left at the bottom of your stairs leads to a secret cupboard. There's nothing wrong with incorporating characters based on friends in your games, just as long as the central storyline doesn't revolve around in-jokes.



When you've finished your first masterpiece, take a good long look at it! Never just make do. There's nothing to stop you making improvements all the time to any aspect of your game or at any stage of the programming process – especially when you've come to the end and start to think about selling it. Most authors tend to think that every game they write is a masterpiece – especially if it's a first title. Rarely, if ever, is a first game a classic. Sorry! The trouble is, how do you know what needs changing? What you need is someone who'll give you an unbiased opinion of the end product. Try the game out on a friend or two, or better still get a play-tester to have a bash at it. (More about play-testers next issue!)

And talking of next issue... I'll be telling you how to produce some cheap packaging, where to buy blank cassettes and exactly how to get your game noticed. Plus a few general hints on what types of things to include in your games to make them sure fire winners.

If you are interested in having a go at writing an adventure then the people to see for adventure authoring utilities of the highest quality are: Gilsoft, 2 Park Crescent, Barry, South Glamorgan, CF6 8HD. Their range of products include *The Quill & Illustrator* (tape, £6.49 the pair), *The Professional Adventure Writer* (tape, £15.95) and various expansions and upgrades for the *PAW* – including several different disk formats!

LAWKS!

If you'd like to get into adventure writing then why not experiment with the *Graphic Adventure Creator* featured on the Jan issue's covertape. If you missed it first time round then turn to page 49 and order a back issue.

Microfair Madness
(128k version)

It's been quite a while since the last adventure based around the goings on at a Microfair, and this offering fills the gap quite nicely. It was written by Gareth Pitchford, programmed by The Spud, and this is a review of the 128K version...

Whilst waiting for the game to load you can gaze in awe at the game's central character (presumably) and a rather large green dragon who has his paws draped over a treasure chest. The game itself takes place at the marvellous Sir Clive Exhibition Hall and the occasion is a rather special one... it's the100th Personal Computer Whirled Microfair! Only one small thing stops you enjoying the occasion, you've turned up without bringing your prized entrance ticket. The first three game locations will see that situation swiftly remedied, and you'll soon find yourself breezing past the hostile security guard who certainly wouldn't have let you in without one.



Illustration by Anthony Colbert

Inside the hall it's a veritable world of wonders. Feel free to wander around for a bit and take in the sights. Progress past the first 12 or so locations is made impossible by the presence of a locked door in one direction, a dragon in another and a rather peculiar crate with a door in it which resides near some of the main Microfair stalls. As usual, all the best stalls selling all the best goodies are concentrated in one small area. There's Delbert The Hamster's stall, a Zenobi look-alike counter stands nearby (complete with fearsome, money-grabbing, whip-brandishing Balrog), and then there's the rather splendid *Your Sinclair* Adventures stall, complete with a rather shady character with his suitcase packed, waiting to leave on a holiday. The sign above the stall reads: *YS* Adventures, Under New Management!

The early problems you encounter in Part One are, quite sensibly, simple to overcome. So it won't be too long before you're making steady progress. The only thing that had me reaching for the help-sheet, oh the shame of it, was that pesky dragon. The answer turned out to be simple, but I failed to make the connection between certain objects and the location of the dragon. I'd certainly advise you to try to take as much notice of locations, their contents, objects, character's fixtures and furnishings as you possibly can.

Beyond the dragon and the locked door, the game starts to open out. The problems may not come thick and fast, but there's certainly plenty to think about. The game scores high for originality and is also, on the whole, friendly enough to allow you to make a few attempts at finding the right words to do certain things without having to be spot on with your inputs. Likewise there's a rather noticeable lack of sudden deaths. Fortunately there's not too many places where you meet a sticky end, and the ones that are there are generally very well sign-posted. You know if you make a boo-boo you'll be paying for it!

Anyway, back in the main hall things are buzzing along quite nicely. You can make a few purchases (and pinch the odd object too) and use these newly acquired items to gain access to other areas of the Microfair. The main problems to solve tend to be of the 'Get Objects X and Y', 'Manipulate X and Y to create Z' and 'Use Z' to overcome a problem that X and Y couldn't deal with on their own variety! There are several mini-adventures within the game and this has allowed the author to cram in some different and amusing sub-games to keep you on your toes. One of these gamettes consists of buying a disk, (from the Balrog) and using it on a computer to play *The Crazy Caravan Caper* adventure! Be warned that these sub-games offer the toughest challenges throughout the game. Once again I found myself reaching for the old help-sheet in order to complete the first mini-adventure. It wasn't particularly hard, it just had a rather severe time limit, so I just used the help-sheet to find the best and quickest way of doing things. Honest.

What would a Microfair be without its full compliment of performing fools and wacky characters? Well they're all here, from the annoying 'Goons' who wander round being, er, annoying, to the 'Steel Band' who don't need to wander around to be annoying! Later in the game you'll see that this is certainly no ordinary venue, for cutting its way though one part of the building is a river. This really needs to be crossed, and can indeed be overcome if you use a somewhat musical solution in a traditional way. (The most inventive method of crossing a river I've seen in a while.)

The trick is to combine one third lateral thinking, one third object manipulation/examination and one third common sense. Those proportions, when properly mixed, usually result in a good game. *Microfair Madness* is no exception to that rule. There's more than enough to see and do on your travels, plenty of unusual objects to work out how (and where) to use, and a nice line in understated humour that bubbles around the surface of the game without getting in the way. Despite being a 128K two-parter, it's not especially huge on the surface. However, the little extra touches that have been worked into it, and the way you have to back-track every now and then, make it seem rather larger. The 48K version is, I'm assured, pretty much similar to this one, and is only missing some problems, text and locations.

A password is needed to access Part Two of the game (gained at the end of Part One) and it features more of the same type of thing found in the first bit, though things are definitely a shade tougher all round. Keep your eyes open for plenty more trade stalls, and characters with familiar sounding names.

I liked Delbert The Hamster's first release, *Desmond And Gertrude*, and *Microfair Madness* is an altogether better adventure, more polished, more inventive and it even manages to be funny when it tries to be. (A rare thing indeed!) It's a challenging game for the inexperienced adventurer, and should even give the hardened pros a bit of a run for their money.

Microfair Madness is available From:
Delbert The Hamster Software
9 Orchard Way,
Flitwick, Beds
MK45 1LF

PRICE: £2.99 (When ordering please state whether you want the 48k or 128k version, and also state the make and model of Spectrum owned.) Make cheques and postal orders payable to: S P Denyer.

TEXT	
VALUE	
PERSONAL RATINGS	

YS hints'n'tips TIPSHOP



Wahey, my poppets! 'Tis the season to be full of love and kisses and smiles. So I, er, am. Chocs and flowers have been dropping en masse through the Shed's letterbox. Thanks, you old softies! I gave up chocolate for New Year so Maryanne's had to get through quite a few boxes of Milk Tray all by herself. Ahh! If any flowers arrive by special delivery then I'm having them!

With Spring on its way, the Shed looks in dire need of a good old clean. The debris of winter has piled up and threatens to push us out into the garden if we don't do something about it soon. The trouble is knowing where to start! There's bits of Christmas pudding in the corners, odd socks under the desks and dirty, straggly streamers caught in cobwebs. The strangest thing is – nobody knows who the socks belong to! Hmmm. Here's some lovely tips to keep you sane...

Welcome to the new-look Tipshop, Spec chums. It's dead groovy, doncha think? Flowers at the ready for the not-girly-at-all LINDA BARKER.

NORTH AND SOUTH

John Walker says he's got some tips and a rather weird cheat. Here's the tips...

- On the fort sequence when your opposition sends one of his men at you, don't fire. When he throws his knife at you, duck and try to run past him. He'll follow you and he won't be able to send any more men as long as there's two of you on the screen.
- When hijacking a train while it's loading, hold up and when it starts you'll already be one carriage ahead of where you should be.
- When battling on a screen that has a river or canyon, the computer always moves its men across the bridge first. All you have to do is line your cannon up with the bridge, wait 'til the infantry start to cross and then blow them up.

Now for the cheat, first fix the game so that you're playing the Stars 'n' Bars. Now, when you take a fort you'll come across three boxes like this...

There should be a member of the Stars 'n' Stripes standing on the X. Stand behind him and fire all your knives at him and keep punching. All the heads on the indicator, which shows how many men your commie has left, will dissappear. After this you'll have infy knives. If it doesn't seem to work, keep trying!

Will do, poppet.

MINED OUT

"La, la, only love can break your heart, got to be sure right from the start... la, la..." Ooh, you're back! Just in time for a tasty cheat for *Mined Out*, the *YS* covertape game.

After achieving a high score, enter your initials as EVR. As soon as the game reverts to the game over screen, keep pressing Space and a secret message will appear asking you which level you would like to start your game from.

That should come in handy! Many thanks and a firm handshake to Eoghan Ryan. And here's another for the same game from Graeme Coleman...

Press break and enter this line:

```
402 FOR w=1 TO mines: PRINT AT INT
(RND*16) + 3; INT (RND* 30) + 1: INK 8;
" ": REM This is graphic 0 (caps shift plus
9 plus 0)
```

You will now be able to see where the mines are. Unfortunately, I don't know if this works on later levels. But it's quite a nice cheat anyway.

Nice! I could just about type it in, let alone use it.

Any chance of a plug for my tapezine?

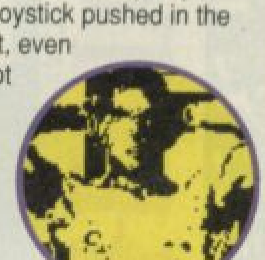
No, you can write into Input Output like everybody else.

PIT FIGHTER



Here's a supposedly crap tip from so-called Psycho Riggs. It sounds alright to me!

Choose the joystick and then Buzz, then on all the men just put on autofire and keep the joystick pushed in the direction of your opponent, even when he's on the floor. Not only will you get record KOs, but you'll also see the naff ending message.



Thanky-danky, Mr Psycho! And cheers for the Hulk Hogan card.

OLYMPUS

Here's one for all you Greek gods out there, now they knew what love was all about! It's a quick tiplet for one of the best reader games ever to grace the cover of *YS*...

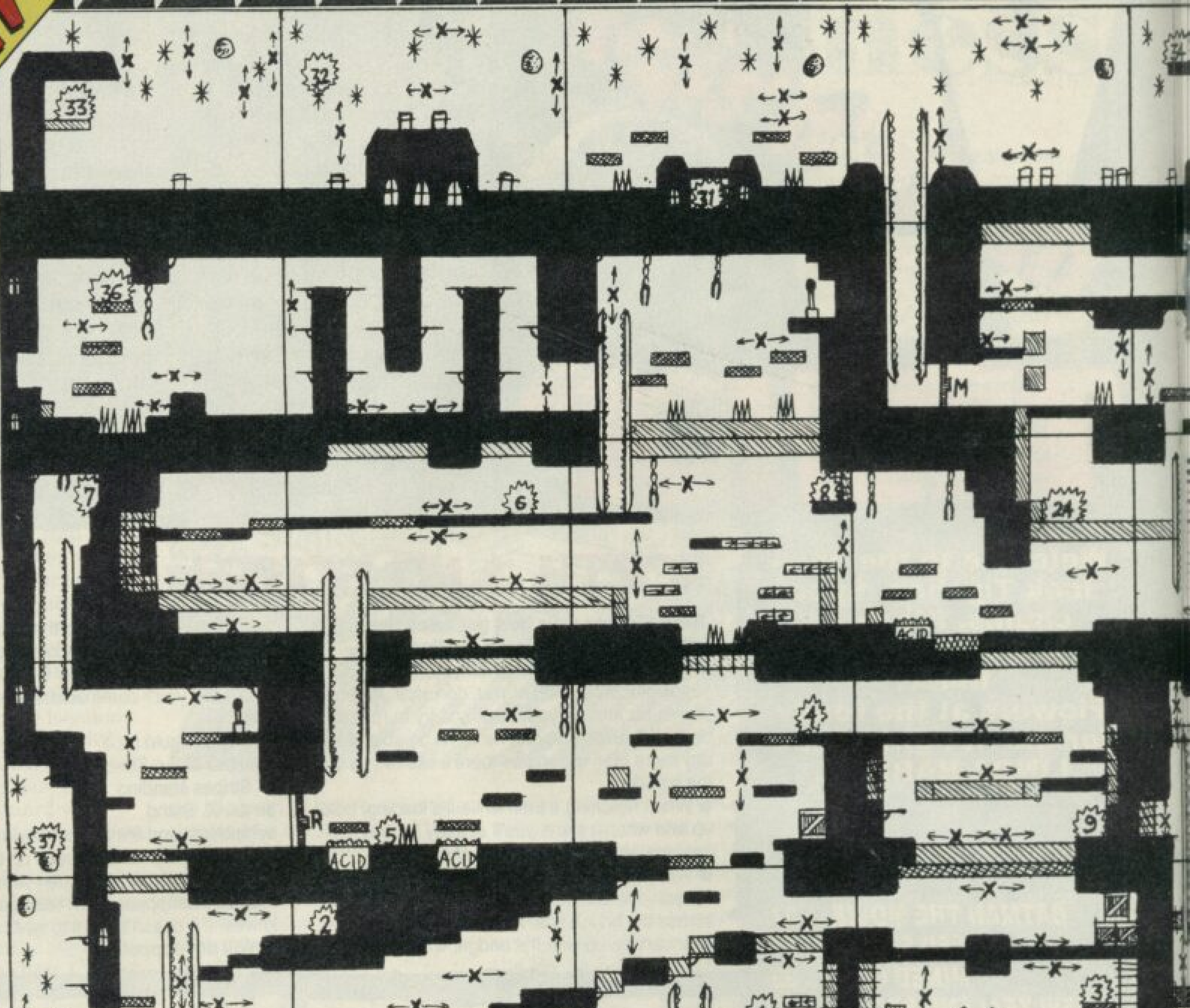
When your opponent has a ship with his heroes on it, get control of the ship and plonk it in the middle of nowhere. Ha! Ha!

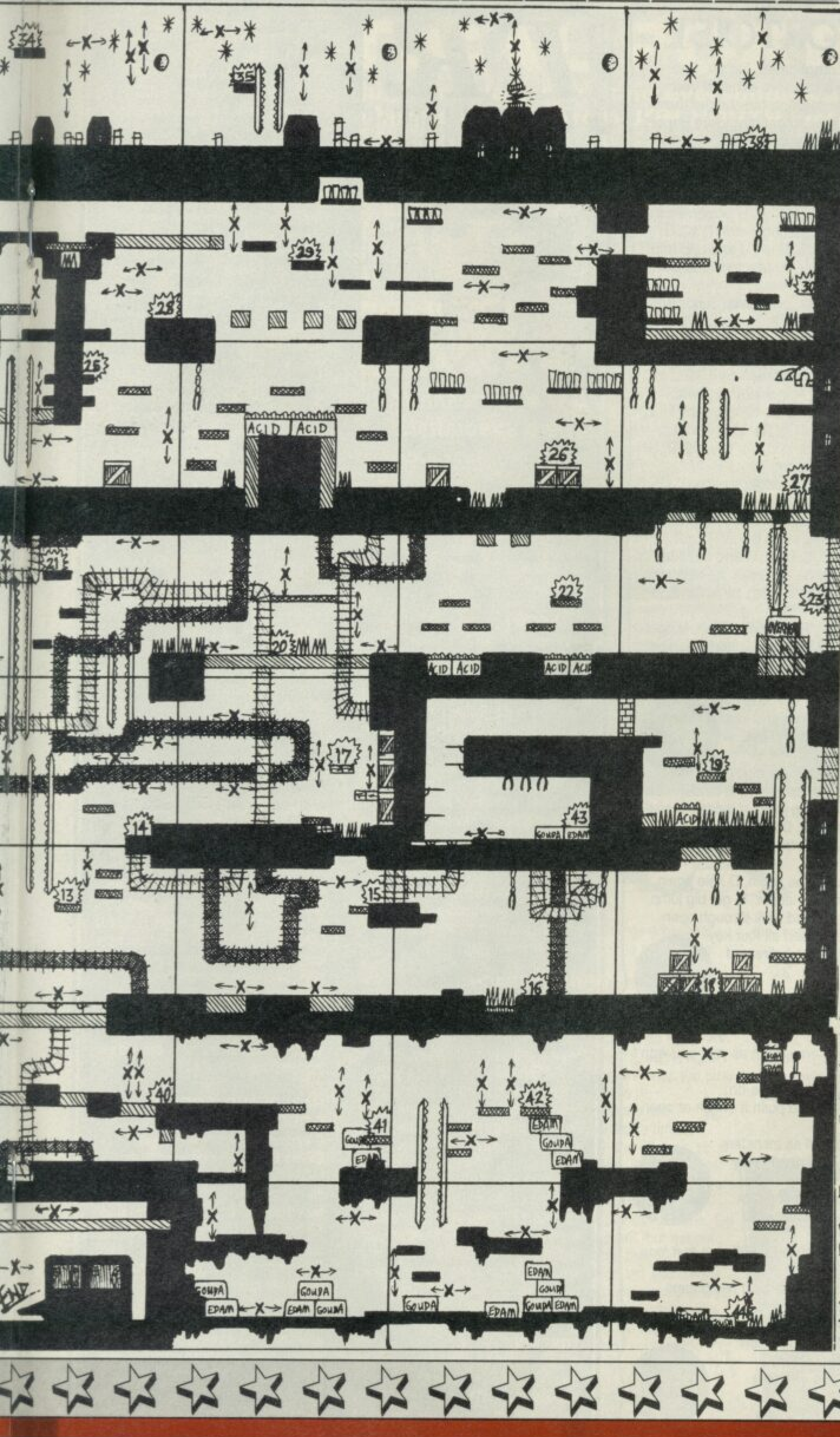
Erm, ha! Ha! Ta to Colm Larkin for that. (But what's he laughing about?)

TIP O'THE MONTH

T'AI CHI TORTOISE

Hurrah! It's the timely return of **Leigh Valentines Day**. And with a flourish, what should he produce from up his sleeve but a packet of Tabs (loads better for you than chocs) and a completely lush and gorge map for Zeppelin's *T'ai Chi Tortoise*. Hurrah!





T'ai Chi Key

- SOLID wall/Platform
- Semi Solid (you can jump through)
- Disintegrating platform
- Conveyor belt platform
- Ice (Solid)
- Crate
- Pipe
- Hot pipe (deadly unless 'Shoes worn')
- supports
- er, cheese
- Ladder
- Door (Letter = Colour)
- Wall (can be drilled)
- Chimney Stack
- Object (numbered)
- Spikes (deadly)
- Wall, it aint bubble bath
- Crane thing
- Chemicals (deadly)
- Switch
- Bad guys (and thier paths)
- Electromagnet
- Forcefield (deadly)
- Electrocuter (deadly)
- Control Centre
- Stars and moon
- Window

T'ai Chi OBJECT KEY

1 Rope
2 Shuriken
3 Magenta Key Card
4 Big Jump
5 Extra Life
6 Hammer*
7 Pick
8 Spare
9 Shoes
10 Part of Key
11 Big Jump
12 Part of Key
13 Clock*
14 Big Jump
15 Extra Life
16 Big Jump
17 Shuriken
18 Stool
19 Big Jump
20 Extra Life
21 Bucket*
22 Shuriken
23 Part of Key
24 Big Jump
25 Shuriken
26 Big Jump
27 Blue Key Card
28 Resistor*
29 Extra Life
30 Alkaline
31 Battery
32 Red Key Card
33 Blowtorch?
34 Green Key Card
35 Extra Life
36 Conductor
37 Part of Key
38 Handle
39 Drill
40 Extra Life
41 Extra Life
42 Big Jump
43 Mouse
44 Ice Cube

T'AI CHI TORTOISE



That map's pretty complicated, isn't it, Spec chums? it'll make a lot more sense if you read the complete solution too. Lucky then, that Leigh found time to get it all onto paper! Here it is, Linda, from le start...

R, U and L, R x2, U, get big jump, R, get shoes, L, D, L x2, D, R x2, U ladder, get magenta key card. D ladder, L, U ladder, swap shoes for rope, D ladder, L, U and L, U, R x2, U, L, U ladder, L, U through blocks, back R, R, U ladder. Push switch, L x2, use big jump for spikes, get conductor, R x2, D ladder, L, fall D, R x3, U right-hand side, R x2, U and L, U and L, L, fall D, use magenta card, U ladder, R, use rope and get green key card.

R x3, swap magenta card for handle, L x6, swap conductor for red key card, R x2, D ladder, U and R, R, D, L x4, D ladder, use red card. R, D, L x2, D, R x2, U ladder, swap red card for shoes, D ladder, R x2, back L under pipe, use handle, D hole, R x3, swap handle for big jump, L x4, use green card, U, L, U ladder, R x5. Use big jump for spikes, R, get stool, L, swap green card for big jump and use big jump for spikes. L x5, U, L, U, R x2, U, L, U ladder, R, get spade, R x2, U right-hand side, R x3, swap shoes for alkaline, L, U and L, U and L, L, fall D, U ladder, L, use spade and swap for battery.

L x2, use stool, get blowtorch, R x3, D ladder, U and R, , R, D, L, U ladder, L and swap alkaline for big jump. R, D ladder, R x2, use big jump fpr spikes, R, use battery, get blue key card, L, get big jump and use it for spikes. L x2, U ladder, L, get alkaline. R, D ladder, L x3, D ladder, L, D x2, R and D ladder. Use blue card, U and L, D, use alkaline and swap fro key part, U, R, U ladder, U and L, U, R x2, U, L x2, push switch and go up ladder.

Swap blue card for pick, D ladder, R, U ladder, R x3, U right-hand side, R x3 and get shoes. L x2, D, L x4, D ladder, L, D x2, R x4, back L under pipe and D hole. R x3, D, R use pick and swap for ice-cube, L x2, use blowtorch, U and L, L x2, D, U ladder, swap blowtorch for drill. U and L, U and L, U ladder, U and L, U, use drill, U and L, get and use key part. D x2, R x4, U ladder. U, R x3 and use ice-cube.



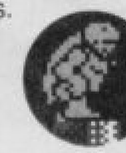
Get and use key part, L x3, D ladder, get big jump, D ladder, r x2, use big jump for spikes, R, U ladder, use drill, get mouse, R and swap drill for big jump. d ladder, L, use big jump for spikes, L x2, L under pipe, D hole, R x4, use mouse, push switch, L x5, get key part from extended platform and use it.

U and L, U ladder, R x3, L under pipe again, D hole again, R x2, D, U and L, L x2, D, U ladder, L, D ladder, L, get big jump, R x2 and use big jump for spikes. R and walk through open door (it'll only be open if you've collected all four key parts), walk into the controls and voila! A dire end message and terrible tune!



Tips

- As long as the shoes are in the same room as you, you won't burn on the hot pipes.
- The cranes only kill when you hit them side-on.
- Melting platforms reappear when you push a switch or open a door.
- Shuriken can nullify cranes as well as monsters.
- Don't waste any big jumps – you'll need every one.
- Use hearts and shuriken as soon as you pick them up. Otherwise they'll just use up valuable space.
- John The Baptist was born of a fruit loop. *(What, a fruit loop called Elizabeth? Ed)*
- Shakatak and Showaddywaddy are the best two groups ever... No, I'm alright, just give me a second...



You just have a little sit down, love. Here, I'll put this Boney-M tape on. By the Rivers Of Babylon should calm you down. The Best Of Hot Chocolate's on the other side, so you just relax.



DR. BERKMANN'S CLINIC



Got a gamesnag? See a specialist!

This is my 75th issue of *Your Sinclair*, and such a momentous occasion should not be allowed to go unmarked. So I have decided to mark it by hanging up my stethoscope once and for all. Yes, this is the very last Dr Berkmann's Clinic! What do you think of that then? Oh, please yourselves.

KRAKOUT

Mark de Lange was bamboozled with this old Arkanoid clone. "How do you counter the faces that eat your ball and spit at you?" Arch-snagster **Richard "Rich and not Dicky at all" Swann** has laughed in the face of peril more times than I've had hot dinners. But he can recall no such spitting, ball-chomping fizzogs anywhere.

"The faces (which are *Jack The Nipper* derivatives) just wander around the screen and merely deflect your ball. On later levels you get bees who "spit" at you. Steer clear of them, as they're indestructible. If you can't understand a word of this, don't worry."

Does this mean that if we do understand a word of this, we should worry? How worrying...

DUN DARACH

R Swann has also solved Colm "Pop" Larkin's little teaser. "How do you make Skar visible other than by using the spell ?" was Colm's enigmatic query. Rich?

"Go to the Minstrel and get a lyre. Go to Park Lane, and find the secret door (it's between two torches) facing northwards. Go inside and give the lyre to the guy, you'll get an m-key. Go to the secret door facing south on the western part of Cross Street and get the telestone. Then go to the Magick Store and buy a spell. Now for the difficult bit. Keep using the "interact" key and you'll see Skar walking around. Skar will come towards you. Now offer the spell, and if Skar is near enough, she will become visible." And if not? "Tough!" Thanks, Dicky.

LONE WOLF

"How do you get up the right hand side to fight Demon No 2?" asked Stuart Richards, gnawing through his fingernails and moving onto his trousers, carpet and finally the patio doors. "There are two lifts," he continued, "but I can't get past the fans – I just keep falling down." Fortunately **John "Not Colm" Larkin** dropped me a line to assure me that, shiver me timbers, it was possible after all. How, John?

"To get past the lifts, you must first of all set off the trap overhead by walking under it and then rolling back quickly. About three seconds later the lift will come down. Stand under where the trap was and jump on the lift. As you go up on the lift you'll see two traps on either side. The minute the trap comes level with these, jump left. You'll land safely on the other lift."

Fabuloso – but John continues: "Make sure you take Healing as one of your skills." And he has a small Haylp, too. "How do you get past the snake-thingy halfway through the second level of *R-Type*?" To kill the snake, shoot the round bits. To kill the mega-nasty, shoot the glowing blob. And if you miss, don't tell him I told you so.

FLUNKY

Poor old **Steven Penaluna**, who, although he's only 11, "feels like 99". And all because of *Flunky*, that loopy old Don Priestley game. "I can complete Di's and Charles' tasks, but I'm completely stuck on Fergie's and Andrew's. Got any ideas?

Well, yes, I have. Go to Andy, get the instructions, and get the radio control off Fergie's table. On the screen with the pictures, use the radio control to guide the helicopter to collect the tug boat, top left. The copter should be changing direction level with the picture frame just above the boat. Ignore the other boat.

Now take the radio control right to open the secret door, then put it down. (The radio control, not the door, dummy.) Collect the tug, put it in your pocket and go to the dungeon, jerking the handle to its fullest extent along the way. Go to the middle dungeon and raise the boat from under the water. Get out of the dungeon using Willie (13 pumps and then GO). You CAN'T get out with the boat. Put down the tugboat in the left dungeon to push it out, then collect the bomb from the left dungeon, and pocket it. Take the boat from the right dungeon to Andrew, and put it on the bath edge, then put the autograph book on the bath edge and get the autograph. Yowsah!

HAYLP! AND (SOB) GOODBYE

A few swift haylps for my successor:

Callum Boath: "How do you get past Level One of *Tusker* after you have freed the monster on chains?"

Nick Spencer: "In *Bloodwych* how do you get through the second door with the purple squares either side?"

Paul Smith: "In *Omega One*, what do you do with the green pass?"

Remember, my chicklets, I may be gone but the Clinic has been given life everlasting. So, if you've got a problem (or you can help the poor souls above), write to the Clinic, *YS*, 30 Monmouth Street, Bath BA1 2BW.

Au revoir, and mind the dhalias!

PRACTICAL POKES

Love is like a great big chocolate cake and everybody wants a bit. We've eaten it all so here's a POKE from JON NORTH instead...

I got a couple of love-letters this month, one from Sue Clark and one from Sarah Roberts. Well, I say "love-letters", but I'm not sure whether "here's a bunch of numbers to stick in the mag" counts as a declaration of undying infatuation or not. More to the point, who gives a monkey's? Here's our numbers

CHEVY CHASE

Sue Clark's numbers came all the way from sunny Carshalton in Surrey. They give infy time and they look like this.

```
10 REM Chevy Chase by Sue Clark
20 FOR F=25E3 TO 25039
30 READ A: POKE F,A: NEXT F
40 RANDOMIZE USR 25E3
50 DATA 49,0,0,221,33
60 DATA 0,64,17,0,27
70 DATA 62,255,55,205,86
80 DATA 5,48,241,221,33
90 DATA 0,98,17,232,155
100 DATA 62,255,55,205,86
110 DATA 5,48,241,175,50
120 DATA 110,165,195,160,156
```

TMHT – THE COIN-OP

I don't know if getting a listing from a bloke with real hair counts for anything, but Alan Willsher's toupe slid off his head and wrote this. It gives you infy credits.

```
10 REM Turtles Arcade by Alan Realhair
20 FOR F=3E4 TO 30057
30 READ A: POKE F,A: NEXT F
40 RANDOMIZE USR 3E4
50 DATA 221,33,0,64,17
60 DATA 0,27,62,255,55
70 DATA 205,86,5,48,241
80 DATA 221,33,0,128,17
90 DATA 217,105,62,255,55
100 DATA 205,86,5,48,241
110 DATA 49,255,127,33,99
120 DATA 117,17,203,92,1
130 DATA 20,0,237,83,235
140 DATA 148,237,176,195,79
150 DATA 139,175,50,161,141
160 DATA 195,2,249
```

RED HEAT

And finally, from Sarah Roberts in, erm..., sorry Sarah, I've forgotten where you live, comes this listing for infy lives. Just bung it in and run it.

```
10 REM Red Heat by Sarah Roberts
20 FOR F=16534 TO 16607
30 READ A: POKE F,A: NEXT F
40 RANDOMIZE USR 16534
50 DATA 221,33,203,92,17
60 DATA 30,15,62,255,55
70 DATA 205,86,5,48,241
80 DATA 33,149,98,54,195
90 DATA 35,54,180,35,54
100 DATA 64,49,224,92,201
110 DATA 33,6,11,34,145
120 DATA 130,62,201,50,187
130 DATA 128,201,42,214,64
140 DATA 237,91,215,64,1
150 DATA 0,1,89,115,35
160 DATA 114,33,217,64,237
170 DATA 176,195,199,130,25
180 DATA 131,167,175,50,111
190 DATA 131,195,128,91
```

Exciting, eh? These three have all promised faithfully to keep pounding me with POKEs, which is great cos it means I don't have to write any. Well, apart from Pokerama. Send your stuff to me, Jon North, at The POKEs Bit, *YS* etc... and I'll see you in the scrolly.

BARG CITY

lHere's a whole bundle of titchy tips for re-releases from Richard Stevenson...

● ***LED Storm*** Simply get some points, press BREAK twice, restart the game and watch your score!
● ***Red Heat*** To give Arnie a few more lives, hold down SYMBOL SHIFT and the number keys.
● ***Turrican*** Pause the game and press the keys on the keyboard apart from H and PAUSE for 99 of everything.
● ***New Zealand Story*** Type in Fluffy Phillip on the title screen for cheats and press ENTER to move on levels.
● ***Robocop*** To become invulnerable let loose all ammo and punch right while crouching when the men shoot at you.
● ***Target Renegade*** On the high score table, press CAPS SHIFT several times for infy lives.
● ***Rastan*** Hold BREAK and SPACE for infy energy,
● ***Batman The Movie*** Hold down MICK (the keys, not your best friend) to skip levels.

Well, that's plenty for all you cheapskates to be getting on with!

VENTURAMA

Gifts of love keep pouring in from all over the globe. Most girls get chocs and flowers but what good are they to a talented tipster? This'll come in much more useful – it's the complete solution to that ace cover game *Venturama*, and it's from Simon Carpenter.

Drop off ledge, go left and collect crystal ball, go right and jump onto the platform, drop crystal ball on the arrow. Go right, jump over hole, right, jump over hole, right and collect the small crate – mind the spider.

Go right and jump all the holes, go right, jump on the blue and green thing, drop the small crate and quickly jump on the pink platform which moves. Walk right over the platform and jump on the rocks, wait 'til the platform is underneath you and and drop onto it. Go right, jump onto the rocks and collect the magic flute.

Again wait 'til the platform is underneath you and drop onto it. Continue going right and the platform will speed up, jump onto the roads and jump onto the land. Go right and wait between the two hanging baskets. When snakes appear, drop the magic flute.

Pick up magic flute, go right (x3) and jump all the holes. Run across the purple ledge before it disappears, go right twice and collect the weight, jump over the man-eating plant, go right twice and stand by the white lift. Jump right over the lift, go right and jump across the blue platforms. Select the weight to be dropped, collect the idol of bone and drop the weight at the same time.

Go left and up in the lift, wait 'til the lift stops then go left, jump the hole, go left and collect the key. Go left across the bridge and when you reach the other side drop the idol of bone. Go left, stand by the hole, jump left (but not onto the raised platform) and drop the key by the door. Go left, jump the lift, go left and collect the bag of gold. Left, collect the diamond skull and watch out for the spider. Go back to the lift and go up. Left and drop the idol of bone, go left but go slowly and watch out for the snakes. When the snakes appear, drop the magic flute and go left twice. Jump over the lift (don't go up in it otherwise you'll die). Jump onto the devil's hand, drop the gold. Go left and jump over the hole. Jump left when on the big tree, go left, jump over thin ground, left and run under the Chinese dragon. Go left and run under the dragon again. Jump the thin ground and jump onto the hot air balloon.

What sweet words!

FRUITY

Yonder, over the damp rooftops, sets the glowing sun. What this basically means is that it's time to pack my green duffle bag and head homewards. Cheerio, Spec chums!

If you've got anything that I might like, send it in. Maps, bubble gum, tips, plastic flowers and cheats – I love them all. Send all donations to me, Linda B at the *YS* Tipshop, *YS*, 30 Monmouth Street, Bath, Avon, BA1 2BW.

TO PROTECT AND SERVE

Got a problem? Get it solved! With

ADAM WARING

SPEC TEC



Sultry, sexy, suave, streamlined and thoroughly groovy, here's the Spec Tec...

It ain't easy being PI, you know. Every day I risk life and limb in my one man fight against crime and tape loading troubles, as long as the money's right, of course. And I'm on some such dumb assignment at the moment. I'm on the trail of some real rough customers – and I don't mean they push and shove in the checkout queue at Tesco's.

I've been tailing 'em for a few blocks now, and I reckon I'm getting close to the place they run their underhand operations from. It ain't the part of town you'd take your grandmother shopping, either, unless she's partial to a set of new, inconspicuous number plates or the only kind of laundry she does is with used dollar bills.

I'm not sure exactly what the nature of their 'business' is, but I'm sure as hell going to find out! That's what I'm being paid for. I do know one thing, though, they ain't running a dog-walking service. (It's obvious – they'd have a couple of dogs with them if they were!)

We're in the docks now. I'm keeping my distance and I don't think they know I'm on to them. They've just rounded the corner. I'd better be quick – don't want to lose them...

SEEN THE LIGHT

It is soon going to be my birthday (hint, hint) and I was thinking about getting a Datel Electronics light pen. I was wondering whether you need a printer for it to work. Oh, by the way, since it's my birthday could ya chuck us a few games? (Pretty please with cherries on top!)

Gavin Swann
Rhyl, Clwyd

You don't need a printer for the Datel light pen to work, but of course you won't be able to print out any of your finished piccies.

Here's a game for you to play:

- *Put a blindfold on. An old scarf will do, just make sure you can't peek out of any of the holes at the bottom.*
- *Now eat your dinner really quickly.* **Ad.**

GOING UPMARKET

Could you tell me if there's any packages to upgrade my 48K Spectrum to a 128K Spectrum?

Matt Barker
Sale, Cheshire

I'm afraid the answer's no, Matt. Though it is possible to add extra memory to the Spectrum. To make it fully compatible you'd need to add the 128K machine's ROMs. Not a light undertaking, as it'd involve you completely redesigning your Speccy's circuit board! **Ad.**

THANKS FOR THE MEMORY

I have recently acquired a SAM Coupé after having a Spectrum +2A for nearly a year. As you probably know, for the Spectrum the last address is 65535, but that is not so on the SAM.

How can I specify an address above this with just two bytes, for instance, in CALL or JP? Is it possible to load a register pair with a higher number so that I can JP (HL) etc?

Peter Moore
Ullington, Worcs

8-bit computers, and this includes the SAM Coupé, are incapable of directly addressing more than 64K of memory. The way computers with more memory get round the problem is by using 'banked' memory. That is, the extra 'pages' of memory are unavailable for the processor, until they are switched in by an OUT command.

When an extra page of memory is switched in, it swaps places with another block. Banked memory is often used as a place to store extra graphics or levels, so that a game can quickly pull in the data it requires when you reach a new stage and so forth. On the 128K Speccys, programmers tend to use the extra bank to store music and sound effects. **Ad.**

GETTING PLUGGED IN

I have just purchased a Spectrum +2A and am unable locally to purchase joysticks for the computer. My sons have a 48K Spectrum with a Kempston interface and a Quickshot joystick. I was wondering whether this would fit.

I would be obliged if you could inform me which joysticks to purchase and from where I can purchase them. Will they fit in the joystick ports at the side of the computer?

A Thomas
Pentraeth, Gwynedd

The +2 uses the same sized 'D'-type connecter that a standard joystick uses, only it's wired up differently. This means that although you can plug them in, there will be no response from the computer.

Many joysticks produced since the +2 are manufactured with two connecters. A second one, usually coloured grey, is for the Speccy Pluses. Make sure that any joystick you buy has this second connector. **Ad.**

GETTING GAMES

I am starting a fanzine entitled *Megabyte*. I would like to know how to obtain demos and any games to review and get previews of forthcoming games. I would be very grateful if you could do this for me.

Richard Hamill
Bexleyheath, Kent

The only way to do it is phone up the software houses and ask! (Either that, or buy them from W H Smith's.) Ring up the company concerned and ask or speak to the person in charge of PR. You'll then have to do your best to persuade them to send you the software for review.

It won't be easy, though. You're going to have to convince them that it'll be worth their while, ie that your fanzine's going to read by a lot of people and so may generate extra sales. It's not impossible, though. One of the most successful fanzines around a few years ago was called The Bug. *It's editor has now gone on to be the editor of a real magazine!* **Ad.**

ALL THE BREAKS

Whilst loading a game on my +2 I was told by the program to rewind the tape to the start of side 2. Unfortunately the rewind key snapped and was rendered useless. All I had to do was place another key in its place. Unfortunately this also snapped and so I was left with four keys. Could you please inform me how I can get hold of some replacement +2 tape recorder keys?
Rohan Silva
Wakefield, West Yorks

You seem to have as much luck as Lenny 'Lucky' Lewis (God rest his soul). Anyway, the official supplier for spares for Speccys is CPC Components who answer the telephone if you ring 0772 555034. They should be able to sort you out. **Ad**

SAVE YOURSELF



I have a Spectrum +2A and I have a few questions to ask.
● Will a Speccy +2A work with a Multiface 128 in 128K mode?
● When I type in long hex listings I never get time to finish it all in one go. Is there a way to load the code back in and continue where I left off?
● Is there a program to lock out the BREAK key and stop people merging into my BASIC programs?
● How do I stop people editing lines in my BASIC programs?
Gavin Crossly
Bolton, Lancs

● *Yes, you'll be able to load programs that take advantage of the 128K memory and break into those no problem.*
● *You can save a program at any point you like when you're writing in. Just save the program in the normal way with SAVE "filename". When you load it back in, type LIST. It will display the program until the last line you typed in. Now you can continue typing from where you last got to.*
● *The BREAK key can be disabled with POKE 23614,0.*
● *If people can't break into your program, then they won't be able to mess around with them and edit them!* **Ad.**

LEARNING TO RUN

Whenever I load a BASIC program that I have entered myself, I naturally have to type RUN to start it. Yet when I load a machine code program with a BASIC header, the header always runs automatically. Can you please tell me how this is done?
James Eagle
Canterbury, Kent

It's actually quite simple to make programs run automatically. Save your program with:

SAVE "filename" LINE 10

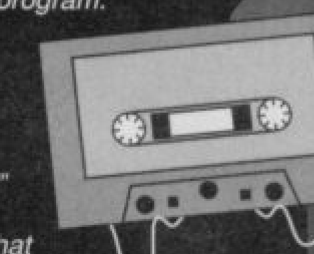
The program will start from line 10. You can change this to make it run from any line you wish. **Ad.**

BEHIND THE SCREENS



I am trying to write a program that has a loading screen but without success. I can get the loading screen to come up using LOAD "screen" SCREEN$, but I can't get it to load the main program afterwards.
C'mon, Mr Spec Tec, I need your help!
Michael Foxall
Rhyl, Clwyd

What you need to is write a short loader program that firstly loads up your screen and then the main program. Something like this should do the job:



```
10 LOAD "screen"
SCREEN$
20 LOAD "program"
```

With a bit of luck, that should do it. **Ad**

NOTHING FLASHY

I enjoy computer programming but I have come across a problem. When moving a figure it leaves a long trail of the same shape behind. I have tried using CLS, but this makes the screen flash and the action is so slow! Please can you help!
Ian Healey
Windsor

The best way is to rub out the character by printing a space over it before every time you move it. That way you're not clearing the whole screen, merely a small part of it. It'll flicker less and be faster. **Ad.**

TAKE THE HINT

Here's a hint for the Speccy 48K only. It protects you loader program from your enemies. To protect your loader use:

POKE 23659,0

Don't use it in conjunction with a CLS or INKEY$ command, though! To get it back again type:

POKE 23659,3

And everything's back to normal again!
Bug Software
Poole, Dorset

Ta. **Ad.**

THE BOY FROM BRAZIL

SPECIAL INVESTIGATION SOLVED

I have a program that might be useful for those who want to merge protected programs. It's small, sits in the printer buffer and is very easy to use: Just type in the following listing:

```
10 FOR N=23206 TO 23314:READ
A:POKE N,A:NEXT N:RANDOMIZE USR
23296
20 DATA
62,1,33,16,91,50,116,92,34,93,92,205,14,
6,207,8,34,34,13
```

Save the program with SAVE "MERGER" LINE 10 so that it executes automatically. There, that was easy, wasn't it?

Here in Brazil we use an interface that incorporates a Beta disk interface and a printer interface, both with resident software on ROM. This has created a problem for Multiface One users who want to run Lifeguard or Genie or any other program that uses the Multiface's RAM. Here's the solutions, first for Genie. Merge the loader and alter line 10 to read:

```
10 CLEAR VAL "24399":OUT
0,255:RANDOMIZE USR VAL "31160"
```

Save it again with SAVE "GENIE 1" LINE 20

It's a similar process for Lifeguard. Merge in the loader program and alter line 100 to read:

```
100 OUT 0,255:RANDOMIZE USR 40000
```

Save with SAVE "Lifeguard" LINE 1

As you can see, the command OUT 0,255 disables the Beta interface. OUT 0,0 will enable it again. To prevent the Multiface One's RAM being overwritten while the file is loading programs from disk, just turn the Multiface off during loading and insert an OUT 0,255 before the last RANDOMIZE USR statement of the program to be analysed. If anybody has any questions or doubts, drop me a few lines and I will glad to help any way I can.
Adiel Queiroz Ricci
PO Box 85689
27700 Vassouras RJ
Brazil

Thanks Adiel, a Special Investigation award will be making it's way to South America by courier pigeon soon. If anyone wants some transatlantic tips then I suggest you drop Adiel a line. **Ad.**



OUR LITTLE SECRET

Here are some undocumented editing functions for use in Spectrum 128K BASIC.

Press SYMBOL SHIFT and 'I' at the same time to scroll forward 10 screen lines.

You need to be in Extended Mode for the following to work:

E Deletes the word on the left of the cursor
I Moves the cursor to the first word on the left
J Deletes everything to the right of the cursor
K Deletes everything to the left of the cursor
M Moves the cursor to the end of the line
N Moves the cursor to the top of of the listing
P Scrolls back ten lines
T Moves the cursor to the end of the listing
WDeletes the word to the right of the cursor
SYMBOL SHIFT and J Move cursor to the next word
SYMBOL SHIFT and K Delete one character forward

The next lot work in Graphics Mode:

V Moves the cursor to the bottom of the listing
WMoves the cursor to the top of the listing
X Moves the cursor to the end of the current line
Y Moves the cursor to the beginning of the current line
Z Toggles Screen Mode on and off

John Mitchell Jnr
Doncaster

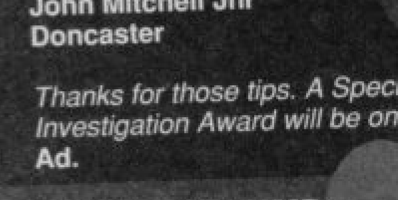
Thanks for those tips. A Special Investigation Award will be on its way soon! **Ad.**

MAKE THE JUMP

Here's a little poke that your readers may find useful. It enables 128 and +2 owners to jump back from 48K BASIC to 128K BASIC. In 128K BASIC, type:

```
POKE 23611,205
PRINT USR 4867
```

You will now be in 48K mode. The change from 128K mode to 48K mode will have corrupted the print buffer, so don't try LLIST, LPRINT or COPY.



To get back from 128 BASIC to 48 BASIC type:

```
RUN (this resets the system variables)
PRINT USR 23325
```

Now perhaps you could do me a little favour? (*Sure thing, one good turn deserves another. Just as long as it's a small one. Ad.*)

I own a PD library with over 250 titles for the Spectrum, ranging from utilities to games, graphics to comms. If anyone wants more info they should send an SAE to: Propac PD, 153 Pickhurst Rise, West Wickam, Kent BR4 0AG or phone me on 081-777 6241 (after 7pm weekdays or any time on the weekends). (*Right, that it? On with the next case. Oh... Ad.*)

Our library also has its own area on Orb Viewdata BBS (081-761 8220 24hrs V21/V23/V23v). To access it type *PROPAC# when on the board. (*Fine, right, who's next on the list. Ah ... Ad.*)

You can access the board with the Speccy and a VTX 5000 modem which comes with viewdata comms software built in. (*Right you are. Now then. Er... Ad.*)

These modems are available from BG Services at 64 Roebuck Road, Chessington, Surrey. Tel 081-397 0763. They cost £15 for the 48K version and £20 for the +2a/+3 version. For more details give them a ring!

Alex Kinch
Propac PD, West Wickham

Sure you've finished? Don't you know where we can get hold of a second-hand telly or a shop soiled chest freezer? Right. There's more cases to be cracked! **Ad.**

IT'S MY ART

I read Adam Gatward's letter, saw his problem (not being able to draw a loading screen), and took pity on him.

I have written an art program which I will gladly supply to anyone who sends a blank tape and an sae to this address: Steven Kitson, 26 Forthill Parade, Bangor, Co. Down, N. Ireland BT19 1NW. I hope other readers will find this as useful as I have.

Now maybe you can help me. How do you scan for Kempston commands in assembly language?

Steven Kitson
Bangor, N. Ireland

Thanks for the kind offer, Steven! That deserves a Special Investigation prize!

The Kempston joystick interface is connected to port 31. Each direction corresponds to one of the bits in the port. This program will read the joystick port in machine code:

```
IN    A,(31)
BIT   0,A
CALL  NZ,LEFT
BIT   1,A
CALL  NZ,RIGHT
BIT   2,A
CALL  NZ,UP
BIT   3,A
CALL  NZ,DOWN
BIT   4,A
CALL  NZ,FIRE
```

Hope that helps! **Ad.**

PRINCELY POKE

After many hours of trying to get your playable demo of *Prince Of Persia* to load on my 512K SAM Coupé, I have managed to find a way to get it to work.

Load up the first bit and press ESC when the screen comes up with "Welcome to the first *YS* playable demo..." etc. You should now be confronted with a BASIC program. Type the line:

```
75 POKE &5CB4,11
```

This makes the SAM think it's a 256K computer. Now type RUN and press play on the tape recorder. As long as you've got the right volume setting (one hell of a job!) it should load fine.

Note that the joystick doesn't work so use cursor keys to run, jump and climb, and press SHIFT to walk slowly.

I hope that this has helped other owners of this great machine to enjoy the amazing graphics and colours in this brilliant game.

Andrew Hood
Cardiff

Thanks a bunch. There'll be a little something in the post to keep your SAM happy soon! **Ad.**

YOU KNOW WHERE TO FIND ME

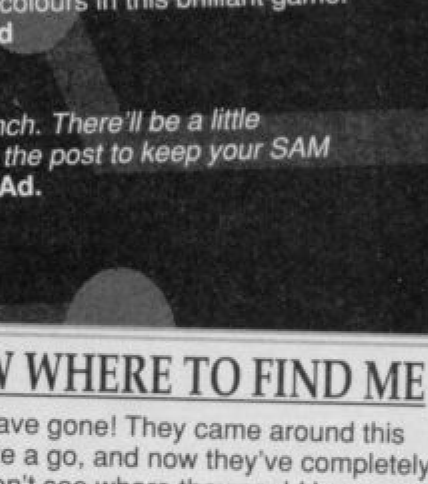
Where can they have gone! They came around this corner not a minute a go, and now they've completely disappeared!!! I don't see where they could have got to... it's a complete dead end! Hmm... I don't like this one little bit.

Is that a noise I hear behind me? Gulp! "Guys, guys, there's no need for that, put those guns away – someone might get hurt! I was just looking for my hotel... guess I must have taken the wrong turning somewhere. Anyhow, I'll just been on my way. Excuse me..."

Blam! Blam!

Oh no! Spec Tec's been shot! Is this the end of the road for the crime-busting crusader? There's only way to find out – tune in to the next exciting episode of YS!

Spec Tec may be dead, but maybe not? Anyway, if you've got questions that need answering send 'em in to **Adam Waring, Spec Tec, *Your Sinclair*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW**. And we'll try and get him off the life-support machine in time to answer them.



THE KONIX SPEEDKING MEGA PACK

What a barg, eh, Spec chums? A rather spiffy joystick and eight games for the almost-but-not-quite-give-away price of £19.99.

The joystick is a snazzy red and black Konix Speedking with all the latest technical thangs and glitches. This stick would usually set you back 13 smackers, and that's without the equivalent of two of the Codies *Quattro* packs. Overall, it's a massive saving of about a quid. It might not sound a lot but you do get a nice size box which is machine-crafted from the finest cardboard.

So, what makes this joystick such a necessary purchase? Well, it's not actually that different from most of the good quality joysticks on the market. Joystick manufacturers use their own jargon which, when translated, doesn't actually mean much. The Speedking, for example, has got tactile-response Microswitches. Now all good joystick manufacturers use the more sensitive microswitches rather than leaf switches. The Speedking's a nice joystick, it feels comfortable, it's easy to get a grip on and and it makes a reassuring clicking noise. There's also a one year guarantee which could come in jolly handy. Just one word of advice though, the guarantee doesn't count if you have an 'accident' with your 'stick. So don't go throwing it down the stairs.

HOW TO SAVE LOTS OF MONEY BY BUYING THE KONIX SPEEDKING MEGAPACK

The Megapack is Amstrad, Commodore and Spectrum compatible and you get two tapes, each with four games on it, for each format. Now, if you buy the whole pack, why not sell the Amstrad and Commodore tapes to friends with those computers? If you sell them for two quid each you can make a swift eight quid. This means that you've paid £12 for your joystick and games which means (calculators out, Spec chums) that you've got eight games for nothing and a joystick for a quid less than you'd normally pay for it. What a barg!

THE GAMES

According to Richard and David Darling, the "Mega Pack will bring you hours of pleasure." They would say that. After all, these are the chaps who write the blurb on the back of their own cassettes and inform the world that their games are 'absolutely brilliant.' Here's a quick run-down on the eight games found in this pack...

ATV Simulator

Jonathan Davies reviewed this one in his round up of driving games, and he said it was one of the best bargs ever. So there! You drive a dune buggy and you've got do loads of exciting things like wheelies, jumps and a bit of sand kicking. It's more difficult than it might sound.

Advanced Pinball Simulator

The *YS* verdict? "Not at all bad." You don't really need me to describe a pinball game, do you? *(Yep. Ed)* Oh well, you have to get this little silver ball into these holes. All the holes are worth different points and... *(Okay, okay. Ed)*

International Rugby Simulator

Apparantly this was the first truly definitive rugby game. Mind you, that was at a time when there weren't many rugby sims around. David Darling thought it was, surprise, surprise, brilliant. It got a sound 7 out of 10 in *YS*.

MiG-29 Soviet Fighter

Erm, you take on the role of a pilot and you have to bomb things and, er, talk Russian. *(You're sacked. Ed)*

BMX Simulator

Recently updated to form the basis of a mountain bike sim. Use the joystick and the fire button to steer and peddle respectively. This was pretty darn difficult and impressive enough to earn 7 out of 10 at the time.

Fruit Machine Simulator

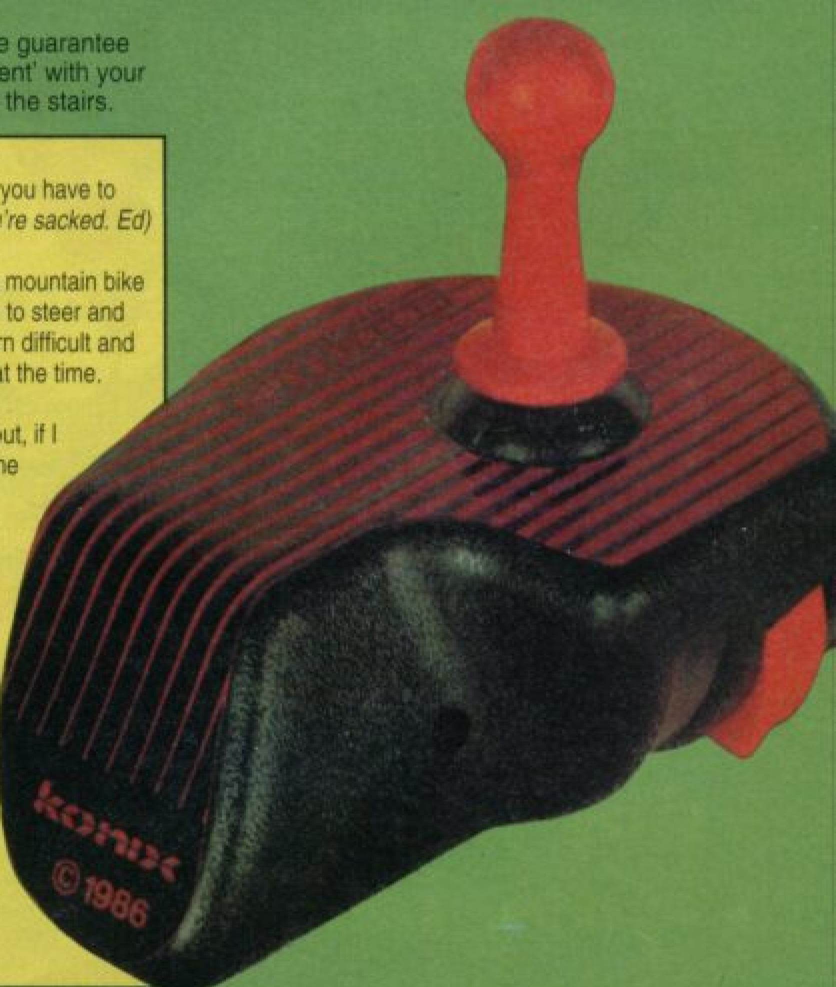
I can't actually find this one in my files but, if I had to guess, I'd say it scored around the 7 out of 10 mark. I am not going to describe a fruit machine game. No, I'm not.

Pro Tennis Simulator

Simple, straightforward bat and ball game. This was another one of David D's abso brill 'uns. *YS* thought it was a good, solid bargain. Another 70°-er.

Grand Prix Simulator

A no-messing racing game in which all you had to do was drive around a few tracks. You didn't have to tinker with your car at all, that was probably what made it so addictive. Erm, it got 70°. Again.



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QUICK! GET HIM OFF!



... But you'll have to move fast

Hang on, I thought we just took issue one and changed all the titles so we could take two weeks off!

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BIFF

Beyond Belief

Beyond Belief are the chaps responsible for *Devastating Blow* and that Jimmy bloke. You know, *Jimmy's Super League* and *Jimmy's Soccer Manager*. They're also the instigators of the W Scribo fan club of which James, before he left, was a prominent member. Not much is know of Mr Scribo apart from the fact that he's probably the most intelligent and well-bred man of his generation. He may or may not make an appearance in *Biff*, we'll have to hold out 'til the next issue to find out.

Biff is a *Dizzy*-style game so you play a sweet, rather formless character who has to collect various objects and use them. From the screenshots, we're pretty certain that Biff is a tree frog. Whatever he is, he's dead naughty. You know what it's like, he's left his room in a dreadful mess, forgotten to take the insects for their walkies and refused to do the washing up. Kids, eh? Then he shouted at his mum, that was the last straw for. She chucked him out of the tree house and into the big wide world forthwith.

At first Biff thought this was a great lark. But, after a couple of nights without a good hot dinner and nobody to kiss him goodnight, the novelty soon wore off. It was time to go home. But bBefore his mum'll have him back, Biff's going to have to please her by completing various tasks like chopping wood and getting hold of some chocs. Tune in next month for further details. Ribbit!



There are some real people in this world and some that are pretend. Here we see neither. But what we really want to know is - do tree frogs go for soft or hard centres? Maybe we'll never know.ß



Biff risks life and limb in a desperate attempt to avoid the baby dinosaurs and get the dinner in. Frogs are particularly fond of purple mushrooms.

Frogs don't live in trees!

They jolly well do! They're specially adapted to cope with heights and increased wind speeds.

- They're flatter than your usual frog.
- They've got suction pads on their fingers and toes.
- They've got a special wart under their left eye which, when compressed, releases a parachute. So when they fall, they can save themselves by winking.

WIN WIN WIN!

A HUNDRED COPIES OF *DEVASTATING BLOW!*

So you want to be a boxer? Well, don't be so stupid! You'll only end up with a broken nose and two false teeth. Avoid the blood and bone and go for something a little less crunchy. Like a computer game. And, strangely enough, what should we have here but a nice round hundred copies of *Devastating Blow* from Beyond Belief.

Who?

Beyond Belief. They're an up and coming software house based in Northamptonshire and they've already released *Jimmy's Soccer Manager* and *Devastating Blow* and they've got *Jimmy's Super League* and *Biff* coming up. They're obviously a name to watch and, who knows, in years to come they could well be as big as, ooh, us in a few years time! Now, we're giving you the opportunity to get your fuzzy mitts on a copy of *Devastating Blow* absolutely free!

Have a quick bash at the *Devastating Blow* demo on the cover cassette. Good, isn't it? If you fancy a bash at the complete game simply answer the following question...





- **Who is the only boxer ever to have beaten Mr Michael Tyson?**

Write the answer on the back of a postcard or envelope and make sure it reaches us by the 15th of April, 1992. The first hundred correct answers out of Linda's little brown hat will each receive a copy of said game. Hurrah!

Rules

- Future and Beyond Belief peeps can fight it out with each other. They're not having a copy of this game!
- Mike visited the Shed a couple of months back and he and Hutch had a little friendly bout of fisticuffs. Hutch won but, seeing as it wasn't a professional match, it doesn't really count. But he's pretty hard, so don't try any funny business.

Boxing: The Facts

- It's also know as pugilism. This is nothing to do with pug dogs or Captain Pugwash. Although that Black Jake chappie looks like he could throw a good 'un.
- It's an ancient sport! There's a painting on a Greek island which shows two geezers boxing. It's over 3400 years old. Wow!
- The tallest professional boxer was a Romanian called Gogea Mitu. He was 7'4".
- It's dead profitable. Muhammed Ali earnt $69 million in 21 years for 61 fights. That's almost 2.9 fights a year at $1, 100, 000 a fight. Worra barg!



HAYLP!



Andy once had a spot and Linda recently admitted to fancying one of the Bay City Rollers. If any two people on this planet are well equipped to deal with people's problems, it's this pair of social inadequates.

SOLVED!

I have a problem. I'm a YSholic – I suffer from a great liking for YS. I recently noticed that a new Ed had come and I thought that that'd mean an even better YS. As it is, it's just the same.

Stephen Davies
Swansea, West Glamorgan

Linda says: And you think you've got problems. As long as you've got a stock of YSs by your bed you'll be okay. Turn to page 49 to get hold of some of those excellent Back Issues that you missed out on first time round.

NOT AS BAD AS IT SEEMS

I have a bit of a problem. Sigh. I'm dead. I died of boredom and I'm now a ghost in my own home. Linda, what am I to do?

A Fish Weekly fan
Swansea

Linda says: Oh, come on, stop dramatising. Everybody feels sorry for themselves once in a while and it's nothing to be ashamed of. Boredom's a terrible thing and the only way to deal with it is to become perfectly happy doing nothing. Only monks and nuns have perfected this technique. You're perfectly entitled to feel bored, but remember – it can get on other people's nerves.

You say that you feel like a ghost in your own home. Well, it's no surprise if you're going round with a grim face complaining about being bored. Your family probably think that they've upset you and are trying to keep out of your way. It sounds to me like you're being given your own space when what you really need is a bit of crowded normality. You're going to have to be the one to break the silence.

Andy says: Boredom affects us all. I remember the most boring period in my life was during a particularly hot and long summer some time in the last decade. You see my town was the most boring place on earth. The most interesting night spot was the local bus stop and the closest you could get to thrills was playing tennis against the local church wall. The only cure? Getting on the train to London and hanging about in large department stores like Harrods or Hamleys. These places have got great big lifts and you can have many hours of fun doing pretend farts for all the foreign tourists. Another good one is to pretend to have an argument with a friend, the more heated the better. What fun.

GIRL TROUBLE

Two years ago I fell in love with this god send. Her name was Katie B. Oh, and she went head over heels for me. I'd never felt for a girl like I did then, it was the real thing. Anyway, when the summer hols reared their ugly heads, I went to Cyprus for six weeks. However, I didn't want to ask her out cos I thought it'd be best to start afresh when I came back. She knew how I felt, so that can't be the reason for what happened next.

Six weeks later I got back and she hated me. So did all her friends and they just kept slagging me off. I don't know why. As time passed, we only said a few words to each other. Now about a month ago I was at a rave and, by coincidence, she was there too. She was slagging me off and I was Depressed, with a capital D!

But recently she's started looking at me and acting as if she's sorry. I don't know what to do. Sometimes I really care for her, but other times I want to play hockey with her head. To make matters worse there's another girl who I like and I think she likes me, but I only see her on Monday and Friday lunchtimes.

Haylp!

A YS fan
Eastleigh, Hampshire

Linda says: I think you should sort out what you really want before making overtures to either of these girls. It sounds to me like you should have told the first girl that you were interested in seeing her when you got back from your holidays. How do you expect her to feel if you treat her really nicely and then disappear for six weeks? She was probably incredibly confused and her mates were being nasty to you cos they thought you'd really upset her. She seems ready to forgive you, but you've really got to make up your mind before going any further.

Andy says: I agree with Linda on this one. Sometimes it's all too easy to think that you're acting fairly towards someone only to realise that you've hurt their feelings. You say that you wanted to start afresh after your holidays, surely that told this girl that you didn't think much of her? Perhaps the first girl simply wants to clear the air between you, in which case it's worth making up. Do choose one of these girls but for Zob's sake don't change your mind three days later.

OH, BROTHER

Yes, I'm a girlie and yes, I'm writing to your new problem page. You'll probably think, why doesn't she write to Just Seventeen or something? Well, they must get hundreds of letters and I thought my letter would stand a better chance of being answered if I wrote to you.

My problem is that my brother (the one whose YS I read) keeps really annoying me. He's only a year younger than me but he's completely impossible to talk to. Other girls I know seem to get on fine with their brothers but every time I try and speak to mine he just ignores me.

We used to get on fine when we were younger but ever since he went to secondary school he's been really stupid and annoying. What should I do?

A frustrated sister
Dundee

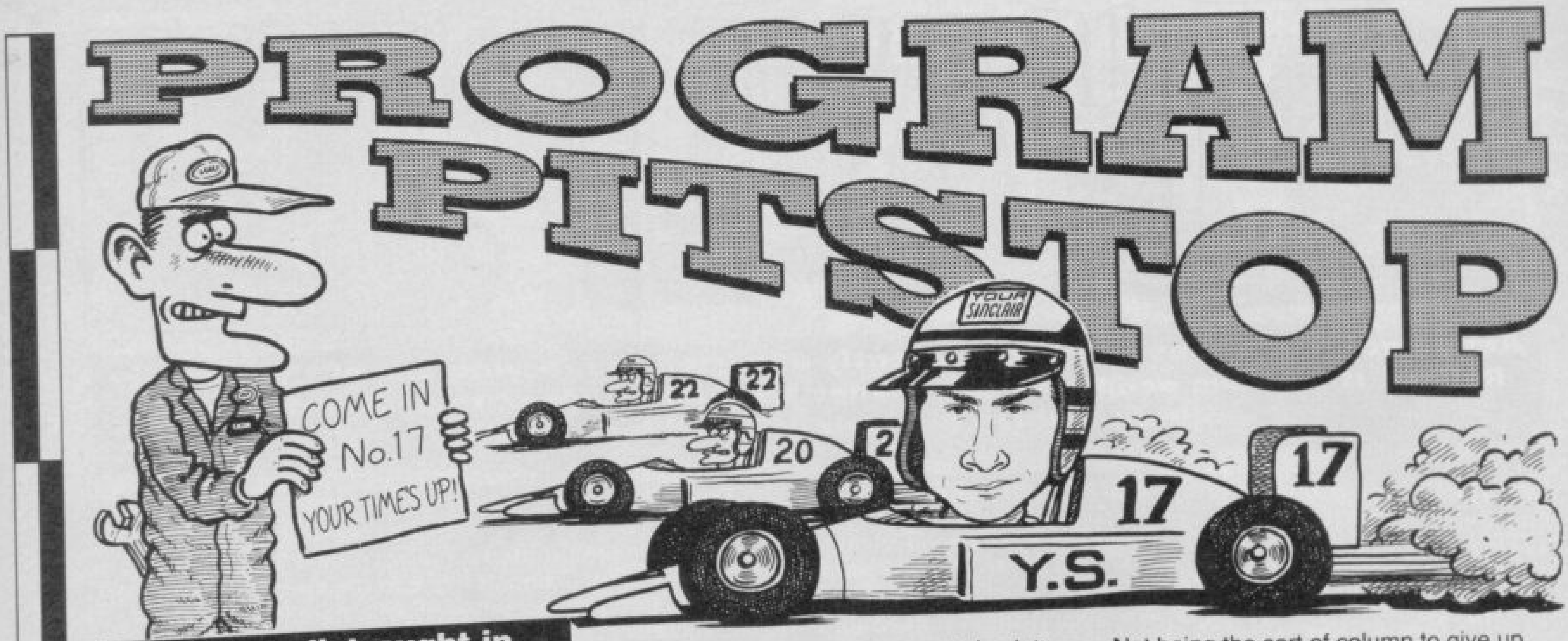
Linda says: I know exactly how you feel! Honest, I do. My little brother went through a phase of saying 'so what' to everything I said. You'll be glad to hear that he grew out of it and is now somebody I actually like to talk to. Your brother probably feels embarrassed talking to you, and he's at an age where boys don't want to be seen hanging out with their sisters. Give him a couple of years and try talking to him then. In the meantime sister, you can do without his silly chat.

Andy says: I was without doubt the most annoying kid brother in the world. My sister dealt with my obnoxious behaviour by spending as much time away from me as possible and once chased me to my bedroom with a kitchen knife and a manic expression* on her face. I did calm down eventually (slightly), I advise you to either take a course in Karate or join the Sea Cadets and go on an around the world ocean voyage.

(* Don't try this at home kids!)

Well, we hope that cleared up a few niggles. If you have a genuine problem, then blurt it out onto a sheet of paper and send it in to Haylp at the usual YS address. We can't promise to answer every letter, but we'll do our darndest.

PROGRAM PITSTOP



We're very distraught in the shed at the moment. The blond god they call JONATHAN DAVIES is about to leave us for ever. We'll get over it, but at the moment we'd just like to be left alone with our tears. Here's some lists...

I know this will come as a great shock to many of you (and an enormous relief to plenty of others), but, after goodness knows how many years at the helm of the World's Most Interesting Column, I'm finally packing it in. That's right, I'm hanging up my helmet, choking back the tears and writing my last ever Program Pitstop intro. The reasons for this are many and varied, but they mostly centre around the increasingly embarrassing photos I've had to endure in recent months.

Not being the sort of column to give up without a fight, however, Pitstop will doubtless be back next month, although at this stage I can't tell you which hapless *(Shurely "lucky"? Ed)* blighter will be in charge.

Until then, however, I can offer the following listings to keep you amused: a weird Scandinavian program from **Svend Jacobsen** and **Per Nordqvist**, a screen-appearer program from **Graeme Scott** and a screen-clearer routine from **Guy Palmer**.

STEREO STATIC

by Svend Jacobsen and Per Nordqvist

The two above-named Swedish gentlemen are probably best known (to Pitstop readers at least) for their *Efil* program which appeared several months ago. Well now they're back, with something shorter and altogether stranger.

At first glance, all the program does is fill the screen with static, like there isn't a Sectrum plugged into it at all. However (and I quote), "the program also causes a 64 by 64 pixel hole to appear in the centre of the screen – to see this stereo-effect you will have to focus your eyes in front of the screen, and it might take some time for it to appear, especially the first time". Erm, right.

To get the program running, and hopefully experience this miraculous effect first-hand, first type in the short BASIC listing and save it with SAVE "Static" LINE 42. Then use the Hexloader from a previous *YS* and use it to enter the Hex listing, saving that after the BASIC. Rewind and load, and check out that 'hole'. There are some control keys: P to pause, Space to quit and C for the 'cheat mode' – "when you focus your eyes correctly you'll see only one coloured square in the middle".

Now, to be perfectly honest, I don't know what the dickens Svend and Per are on about. I've stared at the screen until my eyes pleaded with me to stop, and at one point I could swear I heard someone crying "Mummy! Mummy!", but no hole appeared. I even tried playing the music tape I was supplied with to get me 'into the mood', but eventually I simply gave up. Of course this could be some elaborate practical joke, but the Swedes aren't exactly renowned for that sort of thing. (Unless you count Volvos.) So, erm, the first person to write in etc. etc.

LIST 1

BASIC Section

```
   1 REM

Citats-oerets by Turbo-RND 1991

  10 RANDOMIZE USR 40818: STOP
  42 CLEAR 40447: LOAD ""CODE :
GO TO 10
9999 SAVE "Static" LINE 42: SAVE
 "StaticCODE "CODE 40818,377: GO
 TO 10
```

LIST 2

Hex Section

```
40818 D9 22 D8 A0 21 00 9E 11 =835
40826 01 9E 3E 9F 77 01 00 01 =501
40834 ED B0 3E 9E F3 ED 5E ED =1444
40842 47 ED 73 A3 A0 21 00 58 =867
40850 11 01 58 01 FF 02 3E 07 =433
40858 77 ED B0 FB 76 AF D3 FE =1541
40866 F3 01 FE 7F ED 78 E6 01 =1213
40874 CA AA A0 01 FE FE ED 78 =1398
40882 E6 08 C2 CE 9F 21 E9 A0 =1223
40890 BE CA CE 9F 21 02 02 CD =999
40898 DC A0 47 7C EE 05 67 6F =1032
40906 22 BF 9F 78 32 E9 A0 01 =948
40914 FE DF ED 78 21 EA A0 E6 =1491
40922 01 47 C2 EB 9F BE CA EB =1287
40930 9F 3A EC 9F EE 01 32 EC =1137
40938 9F 3E 00 A7 78 77 C2 A3 =984
40946 9F 77 21 80 2D 11 BF 05 =697
40954 19 7C FE 32 DA 06 A0 26 =875
40962 02 C3 15 A0 FE 12 DA 15 =889
40970 A0 FE 16 D2 15 A0 26 16 =887
40978 C3 15 A0 22 F5 9F 01 08 =823
40986 00 F9 09 EB 21 00 58 D9 =831
40994 F1 C1 D1 E1 D9 F9 D9 E5 =1780
41002 D5 C5 F5 E5 D5 C5 F5 E5 =1768
41010 D5 C5 F5 E5 D5 C5 F5 D9 =1756
41018 21 00 00 39 7C FE 4F CA =749
41026 4B A0 EB F9 09 EB C3 21 =1191
41034 A0 D9 E1 D1 C1 F1 D9 F9 =1711
41042 D9 F5 33 E5 D5 C5 F5 E5 =1626
41050 D5 C5 F5 33 E5 D5 C5 F5 =1590
41058 E5 D5 C5 F5 D9 21 00 00 =1134
41066 39 7C FE 47 CA 78 A0 EB =1223
41074 F9 09 EB C3 4B A0 D9 F1 =1381
41082 C1 D1 E1 D9 F9 D9 E5 D5 =1752
41090 C5 F5 E5 D5 C5 F5 E5 D5 =1768
41098 C5 F5 E5 D5 C5 F5 D9 21 =1576
41106 00 00 39 7C FE 3F CA A2 =862
41114 A0 EB F9 09 EB C3 78 A0 =1363
41122 31 E8 9D FB 76 C3 9F 9F =1320
41130 F3 AF 32 EC 9F 21 02 02 =900
41138 22 BF 9F 21 00 40 11 01 =499
41146 40 01 FF 17 75 ED B0 3E =935
41154 07 D3 FE 21 00 58 11 01 =611
41162 58 01 FF 02 3E 38 77 ED =820
41170 B0 ED 56 FB C1 21 58 27 =1103
41178 D9 C9 22 CB 58 22 AB 58 =1036
41186 22 D4 58 22 B4 58 C9 08 =845
41194 01 00 00 00 00 00 00 00 =1
```

WIZZLE WINDOWS

by Graeme Scott

The original *Wizzle* program appeared ages ago in Pitstop, and made pictures slowly appear as if they were being 'poured' onto the screen. It was blimming good. *Wizzle Windows* is Graeme Scott's updated version, which is basically the same apart from the fact that it lets you specify the area of the screen in which you want the action to take place, rather than being limited to just whole screens. That means you could build up screens area by area, or maybe even 'pour' sprites onto the screen (although the resulting game would be pretty crap).

So, type in the BASIC and save it with SAVE "ww" LINE 9999. Use the Hexloader to type in the Hex, and save that after it.

When you reload, the program will run, presenting you with three options:

- Alter Settings – specify the area of the screen you want the effect to take place in (by default the whole screen).
- Load Screen – load in a previously saved SCREEN$, which will be 'poured' onto the screen
- View Screen – kick things off.

You can use the routine within your own programs, of course, but you'll probably have to include the bulk of Graeme's BASIC, as well as the machine code.

LIST 3

BASIC Section

```
   10 REM ************************
   20 REM **  Wizzle  Windows   **
   30 REM **                    **
   40 REM **    Written  by     **
   50 REM **   Graeme  Scott    **
   60 REM **                    **
   70 REM **        of          **
   80 REM ** Polbeth, Scotland **
   90 REM ************************
  100 POKE 26882,0
  110 LET x1=0: LET y1=0: LET x2=
32: LET y2=23: LET address=30000
  120 BORDER 0: PAPER 0: INK 7: C
LS
  130 PRINT AT 5,8;"1 Alter Setti
ngs";AT 7,8;"2 Load Screen";AT 9
,8;"3 View Screen"
  140 LET a$=INKEY$
  150 IF a$="1" THEN  GO TO 190
  160 IF a$="2" THEN  GO TO 390
  170 IF a$="3" THEN  GO TO 500
  180 GO TO 140
  190 REM ************************
  200 REM *   Alter  Settings    *
  210 REM ************************
  220 CLS : PRINT "    Enter valu
e for top left              X co-
ord (0-32)"
  230 INPUT x1
  240 IF x1<0 OR x1>32 THEN  GO T
O 190
  250 CLS : PRINT "    Enter valu
e for top left              Y co-
ord (0-23)"
  260 INPUT y1
  270 IF y1<0 OR y1>23 THEN  GO T
O 250
  280 CLS : PRINT "  Enter value
for bottom right            X co-
ord (";x1+1;"-32)"
  290 INPUT x2
  300 IF x2<(x1+1) OR x2>32 THEN
 GO TO 280
  310 CLS : PRINT "  Enter value
for bottom right            Y co-
ord (";y1+1;"-23)"
  320 INPUT y2
  330 IF y2<(y1+1) OR y2>23 THEN
 GO TO 310
  340 CLS
  350 PRINT AT 1,11;"New values"
  360 PRINT AT 5,6;"From (";x1;",
";y1;") to (";x2;",";y2;")"
  370 PAUSE 50
  380 GO TO 120
  390 REM ************************
  400 REM *    Load screen       *
  410 REM ************************
  430 CLS
  440 PRINT " Load a screen at wh
ich address          (27000-5800
0)"
  450 INPUT address
  460 IF address<27000 OR address
>58000 THEN  GO TO 390
  470 CLS : PRINT " Insert casset
te with screen on  it and press
play on tape deck"
  480 LOAD ""CODE address,6912
  490 GO TO 120
  500 REM ************************
  510 REM *    View  Screen      *
  520 REM ************************
  530 CLS
  550 LET const=address-16384
  560 LET height=((y2-y1)*8)+8
  570 LET starty=((y2-y1)*8)+8
  580 IF y2<8 THEN  LET source=(y
2*32)+16384+const+x1
  581 IF y2>15 THEN  LET source=(
(y2-16)*32)+20480+const+x1
  582 IF y2>7 AND y2<16 THEN  LET
 source=((y2-8)*32)+18432+const+
x1
  583 LET source=source+1792
  590 LET destin=source-const
  600 LET sub=starty-height
  610 LET lengthx=x2-x1
  620 LET atr=22528+const
  630 POKE 26801,height
  640 POKE 26804,starty
  650 POKE 26807,source-(256*INT
(source/256))
  660 POKE 26808,INT (source/256)
  670 POKE 26810,destin-(256*INT
(destin/256))
  680 POKE 26811,INT (destin/256)
  690 POKE 26826,sub
  700 POKE 26859,const-(256*INT (
const/256))
  710 POKE 26860,INT (const/256)
  720 POKE 26878,lengthx-(256*INT
 (lengthx/256))
  730 POKE 26879,INT (lengthx/256
)
  740 POKE 26866,atr-(256*INT (at
r/256))
  750 POKE 26867,INT (atr/256)
  760 RANDOMIZE USR 26800
  770 PAUSE 300
  780 GO TO 120
 9998 SAVE "WizWindows" LINE 9999
: SAVE "Wizzlecode"CODE 26800,15
2: RUN
 9999 LOAD ""CODE 26800: RUN
```

LIST 4

Hex Section

```
26800 3E C0 F5 3E C0 F5 21 10 =1047
26808 8D 11 E0 57 F1 47 0E 00 =795
26816 F1 D5 F5 C5 C3 FD 68 F1 =1689
26824 3D F5 00 00 F5 47 AF B8 =981
26832 CA F1 68 F1 47 0E 00 F1 =1114
26840 D1 F5 C5 62 6B CD 1D 69 =1195
26848 54 5D F1 47 0E 00 F1 D5 =957
26856 F5 C5 01 30 35 09 C3 FD =1001
26864 68 21 30 8D 11 00 58 01 =432
26872 00 03 ED B0 C9 01 20 00 =650
26880 E5 D5 00 ED B0 D1 E1 E5 =1518
26888 62 6B CD 1D 69 54 5D E1 =946
26896 F1 3D F5 47 AF B8 C2 FD =1424
26904 68 F1 C3 C7 68 C5 D5 F5 =1498
26912 7C E6 07 28 04 25 C3 40 =701
26920 69 7D E6 E0 28 09 11 E0 =974
26928 06 A7 ED 5A C3 40 69 11 =881
26936 20 00 A7 ED 52 C3 40 69 =882
26944 F1 D1 C1 C9 00 00 00 00 =844
```

IN THE CLEAR

by Guy Palmer

And finally, more as an added bonus than an attempt to revolutionise the face of programming as we know it, here's a mere slip of a program from Guy Palmer that clears the screen in an unusual way. Type it in and run it.

LIST 5

BASIC Section

```
   10 GO SUB 50
   20 FOR f=0 TO 21: PRINT AT f,0
;"GUY (GIZZMO) PALMER WROTE THIS
!!": NEXT F
   30 PAUSE 10: RANDOMIZE USR 300
00
   40 STOP
   50 FOR i=0 TO 25
   60 READ a: POKE 30000+i,a
   70 NEXT i
   80 RETURN
   90 DATA 14,8,33,0,64,62,192,6,
16,167,203,62,35,203,38,35,16,24
8,61,32,242,13,32,234,201,0
```

FAREWELL!

So I guess this it it, then. Er, it's been fun. If you were just about to send me a fantastic program, and are now wringing your hands in despair, panic not. Address your program instead to Son of Program Pitstop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2BW. I'll be back!

STOP PRESS!

Old JD was right! Son of Pitstop has arrived! his name is Craig R Broadbent and he comes from Chippenham. We don't actually know what he looks like so tune in next month for a good laugh. Ha! Ha! Only joking, Craig. According to Maryanne, Craig must look like one of Public Enemy. Y'see, she once went to Chippenham and saw them strutting their funky stuff in the middle of town. Yeah, yeah.

We're already completely convinced that this Craig chap is an ace dude cos, after all, he does come from Chippenham. And Chippenham, as all cool dudes know, is home to Goldiggers nightclub it's got palms, it's got neon, it's completely naff and we love it.



■ For sale – Spectrum +3 Disk Drive, Multiface 3, light gun and games, tape recorder and leads. Over 150 games on tape and disks, 2 joysticks, lots of magazines and a printer lead with disk boxes and tape racks. A complete and utter barg at £250 ono. **Contact Richard on 077783 718 now!**

■ Spectrum +3 complete with light gun, manual and software for £85. Spectrum +2A with manual and software for £75. Spectrum +2 complete with manual and software for £65. All in excellent working order. **Telephone 0203 366256.**

■ Spectrum 128K +2, 3.5" Disk Drive and interface, printer interface, Multiface 128, joystick, 10 disks, £400 worth of software, loads of mags and tapes. All in good condition. Worth £1000, sell for £250! **Tel 0625 871200.**

■ Modem for sale, Prism VTX 5000 in good condition and still boxed, connection leads included. Worth £50, serious offer around £30. **Call Stephen on 041 774 5405 after 6.30 pm.**

■ Spectrum +2A, lightgun, Spectrum 48K with tape deck and ZX printer, three joysticks and interfaces, two PSV's and a B+W TV with £150 of games including *Robocop* and *Last Ninja 2*. Worth well over £700, but I'll be generous and will sell for £450 ono. Everything boxed in pristine condition. Buyer must collect. **Tel 0787 277319 (all offers appreciated).**

■ For sale: one sexy Spectrum +3 with over 1500 quidlets worth of games, one gorgeous joystick, tape recorder and all leads. All this (plus the satisfaction of helping my sister get the operation she needs) for £300 ono. **Phone Simon on 0273 517243, leave your number if I'm out. I love you all.**

■ Spectrum (48K), Alphacom 32 printer, VTX 5000 Modem (new), Jones cassette player, Abacus controller, all with leads, manuals and all in as-new condition. £150 ono. **Ring 0602 830547.**

■ Spectrum 48K, RAM Turbo joystick interface & two Spectravideo joysticks. Fixed price, £100. **Call Edgar on 01031 3410 23053.**

■ For sale! BBC Masterdrive, games and software disks. Will sell for £200, or swap for SAM Coupé with drive. **Contact Brian on 0232 230410.**

■ Spectrum +2A, lightgun and £400 worth of games. Perfect condition. Bargain at £199. **Phone Colin on 0242 243535.**

■ Here's an absolutely mega offer that you cannot refuse! For sale – +2 in very good condition (all boxed) and £300 worth of original games like *Starglider 1 + 2, Carrier Command, Sim City, North And South, Lotus ETC, Fiendish Freddy, Shadow Of The Beast, Stunt Car Racer*, for £150. I also have over 70 games from mags and mags to sell too! **Phone Adam on 0603 631951.**

■ Oi you! Listen up and listen good! Will swap lightgun and 6 games for a Multiface 3, no instructions needed! Check it ahrt! You know it makes sense. **Contact Colin on 0707 276328 after 6 pm.**

■ Spectrum +3, PSV, Multiface 3, Lifeguard, tape recorder, all leads, blank disks, £200 worth of games, tons of mags. All in very good condition and all for only £175. **Call John on Aberdeen 741227 after 6 pm.**

■ +3 Disk Drive and interface plus six disks with games. Worth £140, will sell for £70. **Phone 0242 578581.**

■ Speccy +2, 100 games, joystick, leads and magazines. Will sell for £100 ono. Also Powerplay Cruiser with double lead for £5. **Phone John on 081 744 1860.**

■ For sale: Spectrum 128K with joystick, interface, tape recorder, computer synthesizer and over £300 worth of software. Will sell for £200. **Call Darren on 081 541 0322.**

■ ZX Speccy plus Kempston joystick, interface, over 30 games, power pack and all leads. Will sell for £80. **Phone Sean on 0505 872396.**

■ Original ZX printer, plus three rolls of paper for only £13. **Call Billy on 041 637 6169.**

■ Spectrum +3 in good condition and many games including *Outrun* and *Game Set And Match*. £95, ono. **Phone Mark on 0703 737136.**



■ I will swop my *Football Manager 2, Matchday 2* and *Night Raider* for your *Boulderdash 1* or *2* and *Chuckie Egg 1* or *2*. Alternatively, I'll buy them off of you. **Call Christine on 0803 872277.**

■ For sale! *Prince Of Persia* (mint condition) for SAM Coupé – £8. Also Speccy titles like *Cauldron, Wonder Boy, Phileas Fogg's Balloon Battles* and *Little Puff*. **Phone Garnet on 0742 312896.**

■ I will swop *NARC, E SWAT* and the *Karate Ace* compilation (seven games) for *Pit-Fighter* and *Final Fight*. **Phone Ian on 0543 274161.**

■ For sale! *Dizzy, Treasure Island Dizzy, Fantasy Dizzy, Magicland Dizzy, Rainbow Islands, Total Recall, Batman The Movie, WEC Le Mans, Afterburner* and *Double Dragon* all fro £50. **Ring 0259 724220 and ask for Robbie.**



No Valentine's cards? Never mind, just spend all your money in Inny Outy instead of on some ungrateful member of the opposite sex!

■ I would like to swop my *Black Tiger* for your *E SWAT*, my *Test Drive 2* for your *Strider*, my *Turtles* for your *UN Squadron*. **Phone Paul after 4pm on 0592 52769.**

■ Hundreds of games to swop including *ST Dragon, Rainbow Islands, Pang, Double Dragon, Dragon Breed, R-Type, Dizzy* games, *Robocop 2, Navy Moves* and lots more. I especially want *Final Fight*. Four for one. **Ring 0604 810004 and ask for Daniel.**

■ Will swop my *Space Harrier* for your *Magicland Dizzy*, my *Tennis* for your *Battle Command* and my *Turbo Outrun* for your *Batman*. 48K only. **Phone Lee on 0602 870161.**

■ For sale – loads of games! Including loads of Codie's games, *Turtles, BTTF 3, Hammerfist* and many more! Some include free tips. No full pricers more than £6 and no budgies more than £2. **Call Ben on 0602 702341. Hurrah!**

■ I will swop my *Slightly Magic, New Zealand Story, Treasure Island Dizzy, Fantasy World Dizzy, Quattro Adventure* and *Yogi And The Greed Monster* for your *CJ's Elephant Antics, TMHT, Batman The Caped Crusader* and *Mario Bros*. One for one, but I'll swop two games for *TMHT*. **Tel Richard after 6pm on Eaglesfield 787584.**

■ On sale! Lots of games with prices ranging from 75p to £2.99. Four games for £4 (unless total is lower than £4). Whole lot for £20, worth over £40. Or all for *3D Construction Kit*. **Phone Simon on 051 426 5731.**

■ I have loads of games to swop. I would particularly like your *CJ's Elephant Antics, Lone Wolf* (with book if poss), *Wonderboy, Super Wonderboy, Snoopy, NightShift, Judge Dredd, Jack The Nipper 1* and *2, Monty Python* and *Viz*. 48K originals only. Interested? **Then Tel 0483 420211 and ask for James.**

■ For sale! 30 Speccy games for the 48K/128 +2. All original including *Chase HQ, Combat School, Ghostbusters* and *California Games*. £30, ono. **Phone Paul after 8pm on 0634 378832.**

■ Tasword for the +2 – £9 ono. OCP Art Studio – £4 ono. **Tel 0557 31292 in the evenings.**

■ Speccy software for sale. 15 titles including *Op Wolf, WEC Le Mans* and *R Type*. All for £20 ono. Will sell seperately for £1.50 each. **Call Bill on 0277 658456.**

■ I'll swop my *Grand Prix Sim, Fist 2, Advanced Flight Sim, Turtles, Rebel* and *Shinobi* for your *Turrican 2, Switchblade* and *Midnight Resistance*. Three of mine for one of yours, or seven for all three. **Call on 0780 57486 after 4pm and ask for Gavin.**

■ To swop – *Toyota Celica GT Rally, Bard's Tale 1, Kick Off 2, Turbo Outrun* and *Chase HQ*. I want *Robocop 2, Sim City* and *F16 Combat Pilot*. Come on, let's do a deal! All you have to do is call. **Phone Mark on 0733 245339.**

■ Mega Speccy software sale!Hundreds of games for sale including *NARC, Chase HQ 2, Total Recall* and *Final Fight*. **Phone David on 0908 270886.**



■ Wanted! I urgently require the first *Rockfall* tape. Good price given to anyone who has one and wants to sell it. **Phone Laura on 0253 823445.**

■ Urgently required! Any Z80 Assembly Language books for the Spectrum. Will pay for book price and p&p. Hurry! Also wanted – Kempston joystick. **Hurry and call Quinn on 0340 20620.**

■ Wanted! Any *WWF* games. I will swop *Dr Doom's Revenge, Demons And Drivers* or *Pictionary*. **Please ring 0895 834952 between 4.30 and 6pm and ask for Mat.**

■ Wanted urgently – *Manic Miner* and *Jet Set Willy* for the Spectrum. **Phone Peter on 0234 841213 anytime.**

■ Wanted desperately! Midi lead for +3. Must fit the Spectrum oblong midi port and plug into a standard keyboard midi port. **Will pay up to £10. Ring Matt on 0483 415469 after 5pm.**

■ I want *WWF Wrestlemania, Final Fight, Jahangir Khan Squash* and *RBI2*. I'll swop *North And South, NARC, Kick Off, Dizzy Collection, Man Utd, Football Manager World Cup* and some budget games. Two of mine for one of yours. Originals only. **Call David on 0250 3109.**

■ Wanted – *Bard's Tale Vol 1* or the second tape only. This is no longer commercially available but I have tape one and all instructions. Will pay or swop. **Contact 0502 717800.**

■ Wanted! *Doomdark's Revenge* and *Eye Of The Moon*. Will swop for *Italia '90, Gazza's Super Soccer, The Goonies* and *Formula One Grand Prix*. One for one. **Call Scott on 0778 570412.**

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■ Wanted! *WWF Wrestlemania*. Will swop for *Robocop 2*, *Oriental Games* or *Iron Man*. One for one. **Tel 0904 608589 and ask for Ben.**

■ Wanted – 3.5" Disk Drive and interface to work on Spectrum +2A. Will pay around £40. **Phone 0983 294295 and ask for Andy.**

■ I want a printer. Any kind will do, as long as the price is reasonable. **Tel 0305 889782 and ask for Robert.**

■ Wanted – *Championship Golf*, *Striker Manager*, *The Match*, *Banger Racer*, *Xenophobe* and any Homegrown Software. **Ring for my games list on 0742 879506 and ask for Mark.**

■ Wanted! *Chase HQ2*. Will swop *Batman The Movie* or *Teenage Mutant Hero Turtles*. **Ring after 6 pm and ask for Ben.**

■ Will buy veteran Speccy games such as *L'Affaire Vera Cruz*, *Theatre Europe*, *Deus Ex Machina* and *The Boggit*. Will pay around £5 for each game. Must be originals. **Phone Daniel on 0323 27542.**

■ I want *Nightbreed* or *Turrican 2*. Will swop *CJ In The USA*, *Ikari Warriors*, *Impossamole* or *Cybernoid*. **Call Chris on 0429 882053 after 5.30.**

■ Wanted! *Hero Quest*. Will swop for *Sim City* and *World Cup Soccer Italia '90*. I will also swop *Rainbow Islands* and *Operation Wolf* for *Lotus Esprit Turbo Challenge*. Originals only. **Phone Phil on 0706 31552 after 6pm.**

■ Wanted!Software for the Sega Master-system. **Call Ben on 0444 243009.**

■ Wanted! *ST Dragon* and *North And South* with instructions. Will swop for *Renegade*, *Auf Wiedersen Monty*, *Kwik Snax*, *Slightly Magic* and *Dizzy 2* and *3*. **Ring Thomas on 0225 336836.**

■ Wanted! *Karnov*. Will swop *Slightly Magic*. I also want *Final Fight*. Will swop *Treasure Island Dizzy*, *Hyper Sports*, *Rally Driver*, *ATV*, *Pedro*, *Horace Goes Skiing*, *Pro Skateboard Sim* and *Chequered Flag*. **For more details contact Hamish on 0631 7238.**

■ I want *Spy Hunter*, *Fantasy World Dizzy*, *Gauntlet*, *Ghosts 'n' Goblins* and *Afterburner*. I will swop for *Magicland Dizzy*, *Treasure Island Dizzy* and *Dizzy Panic*. **Ring Gary on 0903 850104.**

■ Wanted! Spectrum 48K (rubber keyboard) and a 128K Spectrum. Will pay good cash. Also wanted – *Jumping Jack* and *Match Point*. **Call Tom on 01 2896444.**

■ Wanted! *Technician Ted*. Will pay £4 or swop for either *Helter Skelter*, *Golden Axe*, *Chase HQ*, *X-Out* or *The Untouchables* **Phone Simon on 0253 691837.**

■ Urgently wanted! A book called Make The Most Of Your Microdrive by Ian Sinclair and Microdrive And Interface 1 Manual. State price. **Contact Eddie on 0482 224735.**

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■ *Strike!* New soccer PBM. Just £8 for start up and a whole season of 42 games. Cash prizes at the end of the season. **Phone Paul on 0204 40902.**

■ It's here at last! PD Software for the Spectrum. Everything from business to art packages, we are the country's first and only supplier. Software for +3 users coming soon.**Send sae for details to Prism PD, 13 Rodney Close, Bilton, Rugby, CV22 7HJ.**



■ New mag – *The Ad Mag*. To place an ad (half a page for £2.50) in the mag and get your free copy, send the money, ad and your address to **S Marsala, 34 Ragstone Road, Slough, SL1 2PX.**

■ Reviewers wanted for new fanzine. **Contact James on 0227 459142.**

■ *Cool Computing* is the name! It's got reviews, compos, horoscopes etc. **Phone 0305 889782 and ask for Robert.**

■ Do you own a Speccy? If so, then you need the *Gamers Guild* tapezine. Hints, tips, cheats, reviews, maps and lots more including a free game! **Call 0803 313364 for more details.**

■ *All Specs*. It has news, reviews, compos, programming and loads more. Demo issue out now for just 50p. **Call 0728 453825 after 6pm and ask for Iain.**

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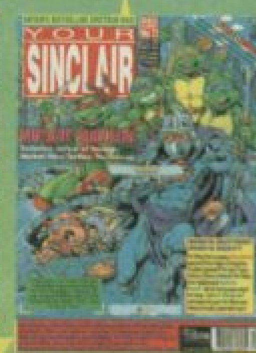
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3 games (*Biggles*, *Earth Shaker*, *Dun Darach*) and 2 demos (*BTTF3* & *Switchblade*).

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68 AUG ONo YS68
On the tape – *Tempest*, *Southern Belle*, *Super Cup Football* and more! PLUS! Megapreviews of *Final Fight* and *Darkman*! AND! *3D Construction Kit* Megagamed!

69 SEPT ONo YS69
Terminator 2 and *Indy 4* Megapreviewed! *Olympus* and *Heavy On The Magick* on the tape. Plus! Demos of *Robozone*, *Football Manager 3* and *3D Construction Kit*.

70 OCT ONo YS70
FREE! Hooked On Classics tips booklet! *Nigel Mansell's Grand Prix* and *Klimax* on t' tape. And! Marvy demos of *Chevy Chase*, *World Cup Rugby* and *Prince Of Persia*. Inside the rather lovely cover you'll find *Mega Twins* and *The Simpsons* Megapreviewed!

72 DEC ONo YS72
Reviews of *The Simpsons* and *Turtles: The Coin-Op*. On the tape: *Lemmings*, *Seymour: Take One*, *Aliens* and more.

73 JAN ONo YS73
FREE! Groovesome diary! *GAC* and *Cisco Heat* on t' tape. Inside – *Lemmings*, *WWF*, *Rodland* and *Dizzy* Megagamed. Plus! A massive SAM Coupé feature. It's ace.

74 FEB ONo YS74
Exclusive demos of *Double Dragon 3* and *Wile E Coyote* on t' tape. Plus! *Supersprint*, *Avalanche* and *Space 7*. Inside *G-Loc* and *Paperboy 2* reviewed. And! *Double Dragon 3* Megapreviewed.

Please use the form opposite to order the special offer or any of the back issues.
We still have limited supplies of issues 2 – 61.

This month's front cover crossword clues:

Across:
1, 13, 8 down & 7 down: Marty returns to *YS* home. (4, 2, 3, 6)
5 & 4 down: Bonanza Brother enforces law. (4, 3)
6: Rudyard begs the question. (2)
9: Ask Dr Jekyll to conceal himself. (4)
11 & 3 down: Gee, this metal was American, initially. (2 & 4)
13: See 1 across. (2)
14: Useful in avoiding decisions. (2)
15: Thrice cheered Egypt for the sun. (2)
16: On impulse the balloon goes up. (8)

Down:
2: Please keep company to a minimum. (2)
3: See 11 across. (4)
4: See 5 across. (3)
7: See 1 across. (2)
8: See 1 across. (3)
10: Sounds like we should lend money to this wolf. (4)
12: Untruthfully, to sprawl prone. (3)
13: Attempt three times in a stable cycle. (2)
14: The place itself is wizard. (2)

Send your answers, on a postcard, to: *YS* February Crossword, *YS*, 30 Monmouth Street, Bath, Avon, BA1 2BW. The winner gets three free games and some *YS* goodies!

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YOUR SINCLAIR

Dear Sir/Madam,

I am the proud owner of a Spectrum computer. I use my Speccy for a number of purposes, but one of the most enjoyable of these is playing games. In fact there are few things I enjoy doing more than loading up original software and spending some time zapping monsters, exploring caves, beating puzzles and generally stretching either my mind or the stress limits of my joystick.

However, over the last year I've found that fewer and fewer games are appearing for my beloved computer. In fact some software houses (maybe even you) have decided to stop producing software for the Spectrum entirely. There are many thousands of Speccy fans out there who'd like to purchase original games, but all we seem to be able to buy are re-releases on your budget label.

There are software houses, such as the CodeMasters, who make a lot of money from producing decent Spectrum games at a reasonable price. They have learnt that if they keep the prices low enough, plenty of us will purchase their games. If you've found sales drying up, then perhaps it's because your games are over-priced and largely second rate.

I do hope that you'll reconsider your attitude towards the Spectrum computer market. We are, after all, living through one of the worst recessions ever and very few of us can afford to upgrade to *better* computers such as the Commodore Amiga. Supply us with good software at a reasonable price and you'll find that the Spectrum market is anything but dead!

Yours Sincerely,

(A Worried Spectrum User and *Your Sinclair* Reader)

SUPPORT OUR SPECCY

Here at *Your Sinclair* we've had enough of people putting down the best computer in the world. We've decided that it's time to make a stand, to rally the troops and to let the world know what we really think of the most popular home computer ever. It's time! Time to SUPPORT OUR SPECCY.



Everybody's mucking in to save the Speccy. The really fat geezer (on the right) was hired to squander millions of pounds on a campaign, but he blew the lot on a boat in the Med instead!

You see for many years, you lot have been purchasing Spectrum games. Platform games, shoot-'em-ups, racing games, puzzle games; you name it, there's been a Speccy game about it. However, over the last couple of years, a disturbing trend seems to have started. Increasingly, the only releases appearing from the larger software houses are re-releases. In fact some of the larger companies have decided to abandon the 8-bit computer market entirely, on the grounds that it's no longer profitable for them to produce games.

What this means is that soon, you'll only be able to buy the odd budget game from stalwarts like the Codies or ancient games you bought three years ago. Here at *YS* we realise that all of this is very depressing, so that's why we've cooked up this little campaign.

On the opposite page you'll find a form letter with some bits blank. What you can do is photocopy the page (or tear it out) and send it off to one of the people listed below. If you're feeling rich and can afford loads of stamps, then why not send a letter off to each address on the list.

If you'd like to enjoy playing games on you Spectrum for years to come and you don't want to update to a crappy 16 bit machine, for which you have to buy massively expensive and unplayable games for, then send off these letters and the software houses might rethink their business plans for what they consider a *dead* market.

Every month at least 65,000 of you buy this magazine because you're interested in Spectrum games. If as few as half of you send off a letter to a software house, we're sure that they'll reconsider. You see, even on supposedly brilliant computers like the Amiga, as few as 8,000 games are produced for the entire country; imagine that! Convince the software houses that you'll buy decent Speccy games and you'll find that you get a lot more choice the next time you pop into Boots to buy a game!

BRILLIANT, SO WHAT DO I DO WITH THESE LETTERS AGAIN?

Right, cast your eyes over to the right and you'll see a letter with bits missing. All you've gotta do is either photocopy the page (because not everyone wants to tear up their *YS*) or carefully tear the page out (because not everyone has access to a photocopier).

Once you've done that, fill in your name and address and sign your name at the bottom. Then stick the letter in an envelope and pick an address from the hit list. Stick a stamp on the envelope, stroll down to the nearest postbox and place said item in said collecting box. Now all you have to do is wait. We'll keep you informed as to what the software houses think of our little campaign.

SUPPORT our SPECCY

SO WHAT HAPPENS IF THIS HAS ABSOLUTELY NO EFFECT WHATSOEVER?

Then we suggest you spend your hard earned money on something else, such as biking or photography. Don't resort to buying games, simply because they're there. If the software houses are releasing rubbish, then avoid it. Don't let them stitch you up, instead stick to software houses who do care, we're sure you know who they are.

Right ho, here are the addresses. Good luck and we'll keep you informed as to what's happening:

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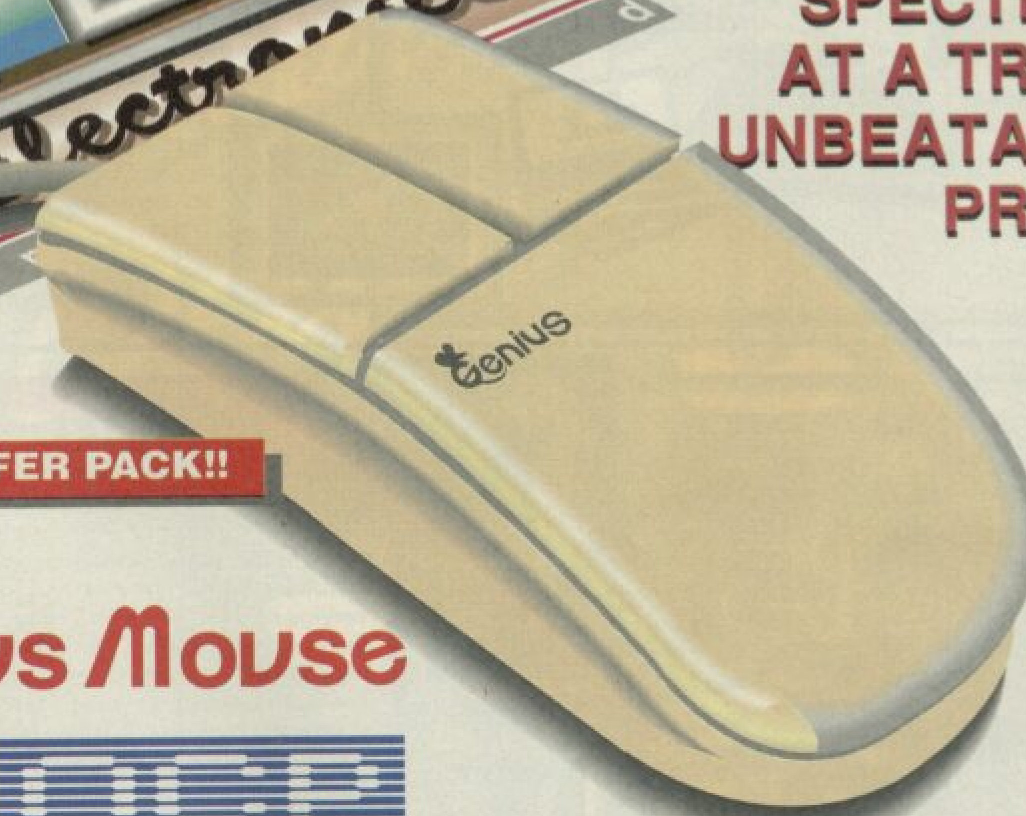
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SPEC MSE 3

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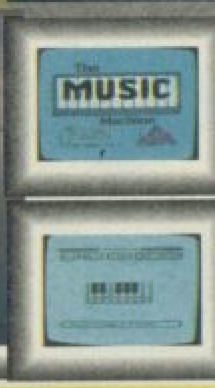
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REPLAY

Whiffy, spiffy, tiffy and thoroughly nifty. Prey gentle molluscs, take your seats for the great *YS* roundup...

THE LAST NINJA 2

The Hit Squad/£3.99 cassette



***Armakuni Hits A Large Drum Very Loudly.* Remember, this album is not available in the shops.**

83°

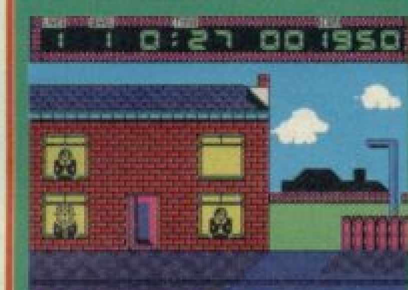
Somersaulting out of last issue's *Superheroes* compilation, the ultimate ninja comes back for seconds. Transported from ninth century Japan to twentieth century New York by his mortal enemy Kunitoki, our hero remains unflappable despite the dual terrors of this modern day world. One is the tremendous culture shock. The other is that his sharply-cut jumpsuit has been unfashionable for eleven hundred years. Swearing revenge by all the tailors of the Orient, the implacable one sets out to track down his nemesis, using the many and varied objects he finds on the way. With six puzzle-packed levels and groovesome 3D graphics, this is a smashingly playable, tough but fair arcade-adventure. Get it. **Jon**

ATLANTIS FOUR GAME PACK NUMBER ONE

CompPilation

Atlantis/£3.99 cassette

From the depths of Atlantis come four ex-bargs in one plastic box. Value, or what? (He says scampishly).



Hello children. Today we're looking through the square window. (Blam blam blam!)

Crossfire

A pre-*Op Wolf*ish shooting gallery, *Crossfire* is a fine test of reflexes and hand-eye co-ordination. As a game though, it gets very samey very quickly cos there's no variation in the basic shoot-chappies-in-windows idea. The dull graphics don't help – "downtown Chicago" looks more like Kettering on a Wednesday afternoon. On first loading you'll play for ages, but after that you probably won't bother with it again.

57°



To boil an egg to perfection, make sure the water is boiling *before* you put the egg in. (*Spooky Castle?* Don't ask.)

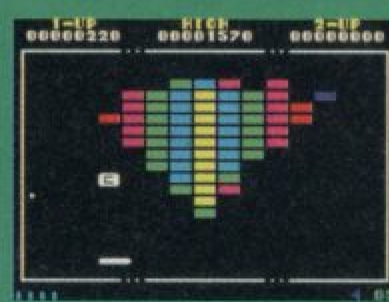
Spooky Castle

Completely dreadful arcade-adventure with tacky graphics and randomly positioned enemies. Inexcusably boring and inept. Not even worth it for the curiosity value.

21°

Crack-Up

Yer basic wall busting game, this has all the usual features of the genre – lasers, multiple balls, variable speeds etc. Admittedly it's good fun for a while, but it's really no different from a zillion other games. Splash out on *Arkanoid 2* instead.



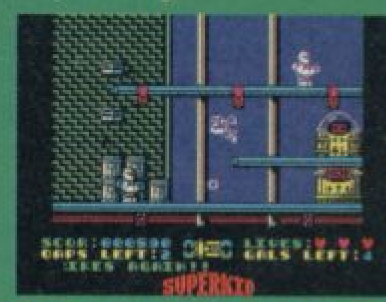
It may not look much, but *Crack Out* will have you playing non-stop for months. (Um, actually that was a lie.)

61°

Superkid



After glugging down a pint of secret formula by mistake, Tom Essex has been transformed into the kid with the cape and the clout. A neat flit about beat-'em-up, this game has you rescuing OAPs and would-be suicides whilst rapping the noses of rampaging gangsters. The chunky graphics and uncomplicated gameplay make it a fun way to pass those long, lazy evenings.



Having exhausted every other possibilty in his attempt to save the world, Superkid has no choice but to flee from the Intergalactic Jukebox of Doom.

74°

A very average pack, with *Superkid* the only game of note. *Crossfire* and *Crack-Up* are playable in the short term, but *Spooky Castle* is a waste of tape. Better to save the cash for a rainy day, and then buy a cheap umbrella. **Jon**

50°

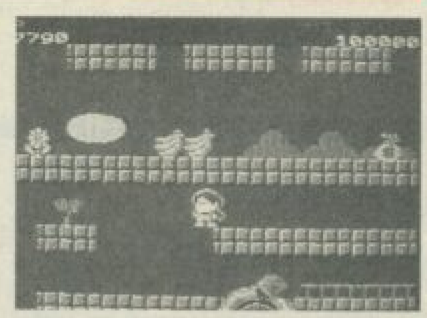
RAINBOW ISLANDS

The Hit Squad/£3.99 cassette

91°

YS MEGAGAME

Cuter than a bag of puppies, this big, tricky platform number scales new heights in hollow-eyed addictiveness. Five islands of jolly villains stand between you and your best beloved, and you've naught but a handful of magic rainbows to see you to the end. Dashing up through the clean and colourful vertical scrolling, ever a step ahead of the rising water, you'll find the major problem is actually bringing yourself to expunge the twee baddies. Sweetness aside, this is a game that will keep you playing until you beat it. Stop dithering over the damage it will do to your public image and buy it immediately, along with a flashy new phone that you can make a point of leaving off the hook. **Jon**



Aaaww. Who's a wibble fwuffy cute game then, eh? (Honestly, it's pathetic isn't it?)

HARD DRIVIN'

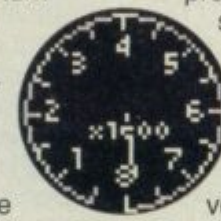
The Hit Squad
£3.99 cass

62°

There are games with tricky controls and there are games with overly tricky controls. And then there's *Hard Drivin'*.

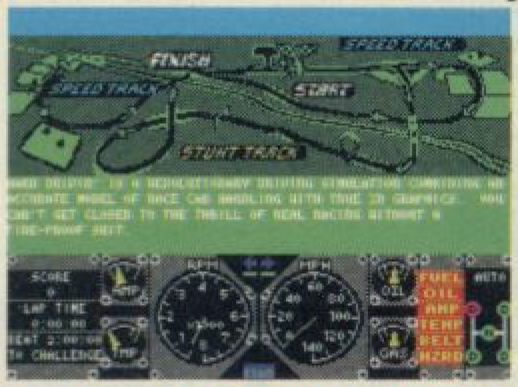
It's a lead-sled sim with a heck of a lot going for it. After the licence was announced there were widespread murmurings that Domark must have been eight socks short of a laundry to take it on. Then the conversion appeared and smugly quashed the scoffing. There are two distinct parts to the action, the more straightforward of which is the Speed Track. Here the idea is, well, to drive as fast as possible really. If you manage to complete the course you're put up against the Phantom Futon, a mean driver with a grim expression who'll blow you off the road with his jet-propelled mattress. *(I think you'll find that's Phantom Photon actually. Ed)* As an alternative, if you turn right at the first junction you'll find yourself blazing along the nerve-busting Stunt Track. This offers an unrivalled opportunity to be loudly ill as you scream over an open bridge, thump flatly down steep ramps and zing through a 360 degree loop. All this (and more) whilst swerving past road users who appear to have been hand-picked from the ranks of the Barnstaple Elderly Stick Whittlers' Club. The action is depicted in speedy shaded-3D, the most impressive graphics outside of a Freescape game. Even though they do tend to fall to bits if there's a lot going on. Spookily enough, this actually adds to the game.

So why, for those of you who've impatiently sought out the final score, isn't this a Megagame? For one simple reason – it's completely impossible to play. The controls are preposterously sensitive – one twitch of the joystick and the car reacts like Bambi on ice. To be fair, this is what happened in the arcade version, but there you had mechanical feedback via the chunky steering wheel. Though it pains me to say it, I'm afraid that as a game *Hard Drivin'* is only good for frightening people into using public transport. **Jon**



BLIM!

The last true ninja passed away on October 3rd 1157. After spending 30 years developing his mental and physical powers to the absolute maximum he was struck by lightning and died of embarrassment.



Righto Susan, if we take the first left, the second right and the first left then we should be at Aunt Poppy's in no time.



Notorious Storage Facilities number 114: Bettersley's Barn, in which seven people were once eaten by a cow.

QUATTRO FIGHTERS

Compilation

Code Masters/£3.99 cassette

Punch! Kick! Strike repeatedly! Gouge! (Okay Linda, okay! The Pastels are quite a good band really). Oh hello everyone. Here's a review of *Quattro Fighters*. (Ouch).

The Guardian Angel
Fresh from his triumphant interstellar tour in "One Man And His Quiff," Freddy Hardest comes down to Earth with a bump in this horizontally-scrolling beat-'em-up. The plot is typically simple – clean up the Manhattan docklands armed only with an old coat. What's more, after years of battling finger-twisting controls it's refreshing to find a game that can be played perfectly well using just two fighting moves. The action is clearly-presented and manically busy, with villains attacking from both directions at once. This leads to some tense bouts of fisticuffs as you attempt to deal with minor baddies before the loony with the large, blunt object creeps up from behind. Topped off with lots of levels and a good variety of opponents, this is a pleasingly playable little number.
77°

SAS Combat Simulator
Tipped to sweep the board at the annual Worst Title And Cover Artwork awards, this game is a surprisingly good *Commando* clone. Each excitingly plump level contains both vertically- and horizontally-scrolling sections, with a short beat-'em-up bit tacked on the end. There are enemies and power-ups galore, and although the graphics are occasionally dodgy (at one point you filch a jeep which looks remarkably like a very badly drawn jeep), the shockingly addictive gameplay shines out like a freshly brushed smile. Scribble out the inlay, and you've got a winner.
86°



I mean, come on, that's never a jeep. It looks more like a manhole cover, or a chimney pot. Or a casserole. Or something.



And suddenly, just as Jack began to breathe again, out of a clear blue sky dived Anneka Rice with all guns blazing.

MiG 29 Soviet Fighter
From Russia with lurve comes this innovative slant on *Afterburner*. Cleverly picking up on that oh-so-obvious omission from the original, the programmers of *MiG 29* have included some gameplay. Hurrah! Power-ups, limited ammo and ridiculously numerous ground defences all add up to far more than an impressive display of fast graphics. Alas, the game is destined to be known as no more than A Brave Attempt – even with a bit of gameplay bunged in, the basic *Afterburner* idea just doesn't work. Any game that can be played for ages simply by circling round the screen doesn't, I'm sorry to say, cut the mustard.
41°

Kamikaze
A merry little shoot-'em-up that finds you puttering about the skies in a bi-plane. Programmers Big Red (already famous for tweaking *Dizzy* into *Seymour*) have twanged the braces of convention once more – the idea is to collect what can only be described as a bomb, and then, clenching it between your teeth, crash into the enemy stronghold. Cheery graphics help things bob along, and with everything from jet fighters to men wearing rocket packs in the air, the game is no pushover. Like *Cavemania*, a very Game-'n'-Watchish sort of thing – bright and breezy, instantly forgettable and great fun.
73°

Not bad! *MiG 29* lets the side down rather, but overall this barg is a bargain. Lucky coincidence, eh?
Jon

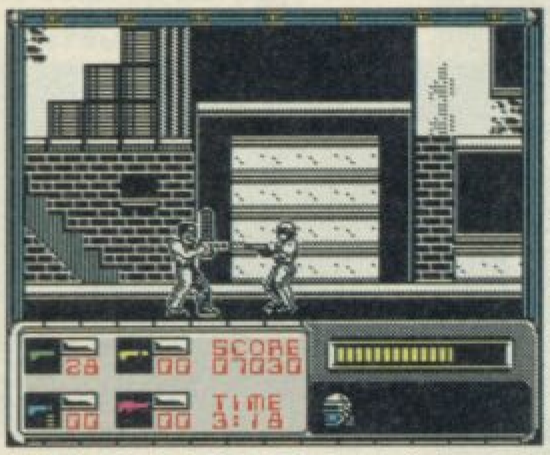
84°

ROBOCOP

The Hit Squad
£3.99 cassette

MEGAGAME

Take Dixon Of Dock Green, spray-paint him silver and give him a dangerously big pistol. Now stand back, and stay out of trouble. It's true. Robocop, the bobby who inspires everyone he meets to say, "Please stop pointing that dangerously big pistol at me," has finally deigned to join us on the pages of Replay.



Mr Robo faces yet another scary opponent. Luckily he had the foresight to stop off at the delicatessan for some special metal salami.

Set amid the picturesque rubble of futuristic Old Detroit, this bullet-ridden game sets you a stiff challenge. The police are on strike, there's war on the streets and criminals are running Rife – a disreputable nightclub. *(Groan. Ed)* Only one man can tame the city, but unfortunately Judge Dredd is advertising consoles so you have to take control of Robocop instead.

Following the plot of the film closely, the game has you stomping about menacingly, obeying your inbuilt orders to make the streets safe for Detroit's innocent citizens. In addition, you gradually piece together evidence exposing the head of the gang that has been terrorising the city. Simultaneously, you manage to rescue a hostage, clear out a drugs factory, eat some baby food and shoot lots of people. You also skilfully discover the identity of this kingpin of crime. Why, it's none other than Dick Jones, your kindly old boss! (Curses.) Unfortunately for truth, justice and the end of the picture, the scoundrel escapes. Thinking quickly, you get Jon North to hack into the system, allowing you to leap forwards and snap on the cuffs. Hurrah!

I have to admit, this first adventure of the electric flatfoot is one of my favourite games. Its presentation is immaculate, with particularly knee-slapping animation. Sound is sparse but crunchily effective, and the gameplay itself is crammed with variety. The nine levels avoid repetition by alternating between eight-way scrolling and *Op Wolf* shootouts, with each scrolling level bringing a new feature such as the bikers of Level Two and ED209's appearance in Level Six. The identikit subgame which is thrown in for good measure, has to be the best puzzle interlude of them all. It's a real eye test as you feverishly assemble the face of your would-be assassin. Let's be honest though – *Robocop* is an easy game, and this has annoyed a fair number of people. However, there's a lot to be said for passing a few hours completing a game as opposed to spending them stuck on the first level. Buy it, play it and just have fun.

Jon ✪



93°

BLIM!

Robocop the film is based on fact: on 14th August 1987, the US Government finally admitted to the existence of a man named Dick Jones. According to sources, he wore a hat and once met a greengrocer called Tim.

SOCCER STARS

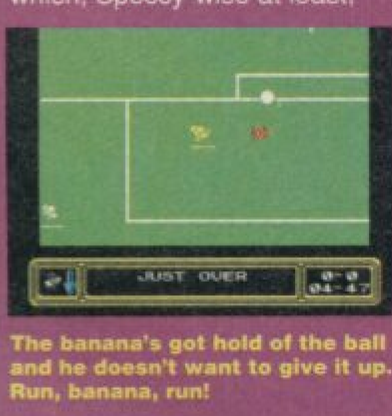
Compilation

Empire/£12.99 cassette

Sorry for any unpleasant smells during this review but (thanks to a rather dodgy curry, and via a rather crafty extension lead for my Speccy) this round up of Empire's soccer compilation is being brought to you from the comfort of the toilet. Aahh – that's better. (Flush.) Off we go then.

Kick Off 2

It would be a crime to mention *Kick Off 2* without at least one reference to the 16 bit version, which is possibly the best footy game ever, and to *Kick Off 1* which, Speccy-wise at least, really was a pile of old jobs. (Flush again.)



The banana's got hold of the ball and he doesn't want to give it up. Run, banana, run!

KO 2, however, is good stuff. The action is extremely fast, frantic, overhead and, as ever, best enjoyed with a pal. The main differences between this and the original is that you can't get the ball to stick to your feet, but there are a variety of tweakable (if rather ineffective) options to alter everything from team tactics to wind. Ahem.

87°



In a desperate attempt to gain attention, Bertie pulled his left arm off and threw it at Wally.

Microprose Soccer

This one's pretty top too. With larger more spritely graphics than *Kick Off 2*, *Microprose Soccer* boasts all sorts of matches to choose from, including an international challenge, American rules six-a-side or simple two player games both indoor with walls or outdoor where it may even rain. In fact, for speed, presentation, realism and trick shots (including overhead and banana kicks), you can't get much better than this.

89°

Gazza 2

Despite what thoughts the name may call up, *Gazza 2* is actually a competent little game. Reasons for this include the smooth left to right scrolling, a simple look and pleasing controls and speed which easily equals *Kick Off 2*. Most importantly, the game also involves a complete lack of Gazza himself, give or take the picture on the box, from which the eyes can be diverted at ease. There aren't any cups or leagues or competitions to enter, but *Microprose Soccer* provides enough of these to kind of cover up for it.

79°

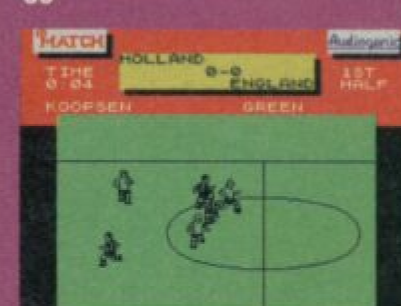


It's a free for all. Somebody came over the tannoy and said that the donuts were ready.

Emlyn Hughes International Soccer

This one's a complete let down. It foolishly attempts to combine both a management and a slightly more advanced arcade game in one. This creates a heap of unfriendly menus and a disappointingly unrealistic and awkward arcade game. Half your time is spent studying the instructions to see how to actually play the thing. Thanks, but no thanks.

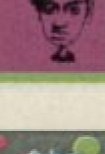
35°



While Jerry Jnr wasn't looking, Tony managed to sneak off.

This comp's a bit of an 82er as *Emlyn Hughes* lowers the mark considerably. None of these games are available as seperate budgies,so getting your hands on two of the best and one still highly enjoyable footy games for the asking price is still a bit of a barg.

Rich ✪



82°

4-Most Balls, Boots and Brains

Compilation

Alternative/£3.99 cassette

Forget the games – on the title alone, this compilation has won me over. Ah well, suppose I'd better string out the suspense and get on with the reviews. (But I can tell you now – it's a winner.)

The Double

Let's start with a management game. *The Double* is a classic of the genre, with a thick fold-out inlay covered in tiny writing and screensful of well-presented number lists. To the layperson it may appear exactly the same as every other management sim, but it's not. Probably.
70°



Cottingham is the largest village in Europe, and that's a fact.

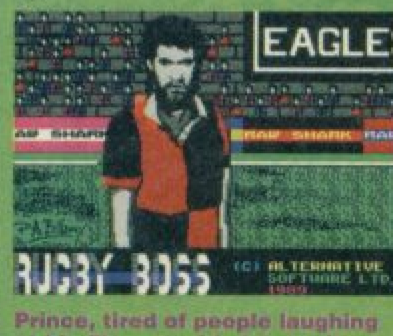
Soccer Challenge

Pleasantly different from the usual soccer game, *Challenge* has you brushing up your footy skills in preparation for the competition course at the end.



Suddenly the whole pitch was covered in camels and fat men. Nobody knew where to look.

With passing, dribbling, tackling and penalties included there's plenty of variation in the gameplay. As a bonus the graphics are clean and detailed, and all in all it's quite spiffy.
78°



Prince, tired of people laughing at his films, decided to try his hand at something more muddy.

Rugby Boss

Numbers time! This management sim is from the programmer of the ancient *Superbowl* and is in much the same style. Again, if you like such sims you'll probably go a bundle on it.
70°



You stand in the right hand corner and I'll run into you. Got that?

Australian Rules Football

Playing fair is not an option in this *Kick Off*-like game. Rising above the obligatory horrid graphics, the gameplay is an enjoyable twist on standard footy – there's lots of bashing into people rather than skilfully dodging them. Manic fun.
80°

Good stuff, with plenty to do whether you want to stretch your brain or flex your muscles. Great value, with an extra mark for that title. **Jon**



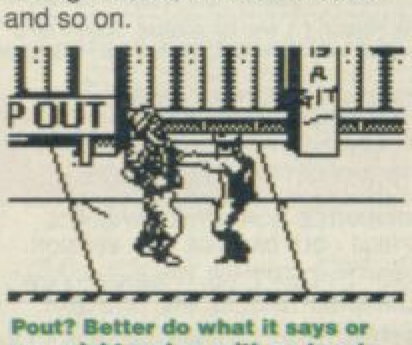
81°

DOUBLE DRAGON 2

Tronix/£3.99 cassette

The world of the Sinclair ZX Spectrum 48/128K beat-'em-up can be a bit predictable at times. The reasons for this are that, firstly, there's a plot which seems to always concern someone seeking revenge against somebody else. Then there's the gameplay, which naturally consists of beating everyone up with a variety of kicks, punches and the odd special move. As for the graphics, there's the playing area which generally scrolls in a sort of 3D manner so that the usually monochrome, but well animated sprites can walk in in and out of the screen. Sometimes even two players can join in as well.

What we have here is *Double Dragon 2* and all the above points apply, along with a few more as well. There's extra weapons like boxes, rocks, knives and anything else left lying bout can be picked up and used to your advantage. You can also climb ladders, go through doors, fall down holes and so on.



Pout? Better do what it says or you might end up with no head.

Should you, or should you not, buy this game? Well, there's little or nothing to set *Double Dragon* aside from many other beat-'em-ups. It's good, but it's not as good as *Target Renegade*. Still, it hasn't aged, it plays well and should still be high on the list of things to spend that annoying WH Smith's voucher on that you got from Auntie Molly at Christmas.
Rich



77°

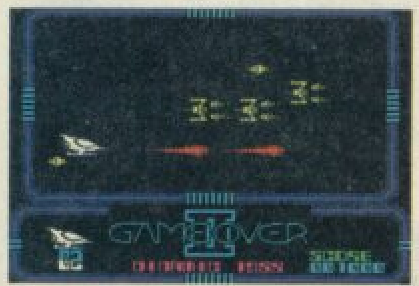
Game Over 2

Summit/£3.99 cassette

In this game you're asked to play Major Locke of the Sidereal Infantry, pilot a Pelotrone Fighter through the defences of Phantis and rescue Arkos from the clutches of Gremla. And now, courtesy of the *YS* subtitling service, a translation. *Game Over 2* – zap everything you meet in this horizontally-scrolling shoot-'em-up.

After that, it's heartwarming to report that the game itself is rather spiffy, outstripping the original in every department. It has blazingly colourful graphics which get increasingly imaginative the further you progress. On Level One you're attacked by somewhat drab space fighters, but before long you'll be facing space serpents, raging volcanoes and oversized toads.

The gameplay is nicely balanced so that you're never



The fireflies were particularly irritating that evening.

unfairly swamped by baddies. And when you get blasted, you don't get sent back to the beginning of the level. Hurrah! To cut a long review short, throw away the inlay, load the game up and zap, zap, zap away. Spanish gold.
Jon



82°

Championship Run

Zeppelin/£3.99 cassette

Catalytic converters ahoy – Zeppelin's latest is one of those high-rev 3D driving games that simulates racing tracks from all over the world. You're Biff Buff, a small-time racer with big-time ambitions, and your aim is to work your way up the ranks until you get a shot at the Drivers' Championship. With one eye on the road and one on the leaderboard, you have to contend with aggressive opponents, fuel distribution and a nasty line in gradual car damage. One of the sneakiest things is that your engine suffers when you wrench it into the wrong gear.

Unlike other, straightforward tyre-grinders it makes a point of punishing you for doing something that would be incredibly dangerous in real life. This puts a bit of a brake on my natural game, which involves driving at very high speeds off the track, through signs and into other cars. The car sprites are rather ungainly, with your machine picked out in a fetching shade of purple. Roadside scenery is nothing much to speak of either. But the speed makes up for everything – the game literally rockets along, and it's a job not to press back into your seat in sympathy.

The game's not perfect, but don't hang up your fireproof long johns just yet! Overall, *Championship Run* is rather a corker. If you like a bit of realism with your race game, this is the one to head for.
Jon



84°



It's a castle! And it looks like you're heading for the drawbridge.

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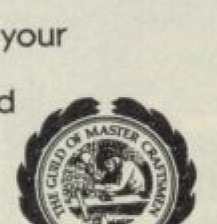
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SOCCER PINBALL

CodeMasters

Pinball is one of the truly brilliant games ever invented. Why? Well cos it's easy to pick up whilst also being incredibly addictive. If you want any more proof, just go to your local gaming alley and saunter over to the pinball machine, I bet you a hundred thousand paperclips that there will be somebody playing on it. Y'see, the greatest thing about pinball is that everybody likes it. Even your mum. *(My faves are the ones with loads of girlies in swimming costumes on them. Ed)* Ahem.

Bearing this in mind, this upcoming release from the seemingly unstoppable Codies looks like it's going to be a smash with all the family. They can't go wrong if you ask us, even those crappy little 20p cardboard and plastic pinball-type jobbies are ace. You're probably thinking that there have been plenty of pinball sims on the Speccy, do we really need another one? Well, for a start, this isn't a sim. Oh no, peeps! It's plain old *Soccer Pinball*, not a sim in sight! Plus, we haven't seen a pinball game on the Speccy for absolutely ages and, even if we had, there's always room for one more. Especially one which involves the flattening of football players!

Soccer Pinball is fast, colourful and a great deal of fun. It's kinda like two-games-in-one cos the aim is to send all those beefy footballers flying over their own shoelaces as your little ball careers into them. Flip those flippers and watch the points soar. Control the ball, flip enough players to the floor and head for the goal. Hurrah! If you fail, then that ball will shoot straight down the table and sneakily wind its way through your flippers. Oh no, you've let it in. Time to curl up in shame as your manager tells you in great detail that you're a slimy, useless toad. Oh well, there's always the next time. And the next, and the...



Wow, it's Desmond! He seems to have lost all his hair from the left hand side of his head. Sad, that.



Oh dear, it looks like the enemy have just scored a goal. Drat, double drat and a pound of old cheese.

Those amazing facts about *Soccer Pinball* in full!

- Apart from software peeps, nobody uses the term soccer anymore. Quite why software bods think it's such a trendy word is completely beyond us.
- Pinball and so-called soccer are the Darling brothers' fave games. Thing is, no-one can tell which brother likes what. Staff at CodeMasters hope that this game will stop them arguing over which activity is the skillest.
- On Margate pier there's a pinball machine showing scantily-clad girlies on motorbikes. It's got a high score of 2, 390, 024. So there.

MEAN MACHINES

CodeMasters

Get in your car and drive! Yep, it's a racing game. *(Go on! Ed)* This means loads of tyres, petrol and, erm, funny smells. So get into your shell suit, get some goggles on, down a couple of those funny pink travel sickness tablets and we'll get going.

The question posed by this rough rider is – can you drive to the absolute limit? Hmmm, probably not. Limits suggest either dieting or dying and we in the Shed aren't into either of them. But we'll have a go at anything once. Hurrah!

The idea is to travel at a very high speed around a few different race tracks ranging from your run-of-the-mill tarmac to snow covered fields, just like *Turbo OutRun*. Sort of. In order to move onto another track, you'll have to prove yourself by beating a set time limit. You're up against loads of other cars but don't worry, you can get rid of them quite easily. Y'see, your car is no ordinairy tin box on wheels. Nope, it's a turbo-charged, fuel-injected, multi-valve Hot Rod with the added attraction of a laser guided missile launcher. Best of all, it's got its very own oil slicker. So when all those James Hunt wannabes in their souped-up sleds and jeeps try to force you off the road, simply press a button and watch them skid out of control. Ha! Ha!



"You're too late," cried Hubert and hit the imploder switch with a handy softball bat.

Mean Machines is clean and clear and it's coming your way soon. You can start practising this driving to the limit business by getting some of those diet biscuits in. Just go to Boots and you can't miss 'em, they're called, erm, Limits. Line the biscuits up on the path and then ride your bicycle or skateboard towards the biscuits. Jump off before your front wheels touch the biscuits and you're doing well.

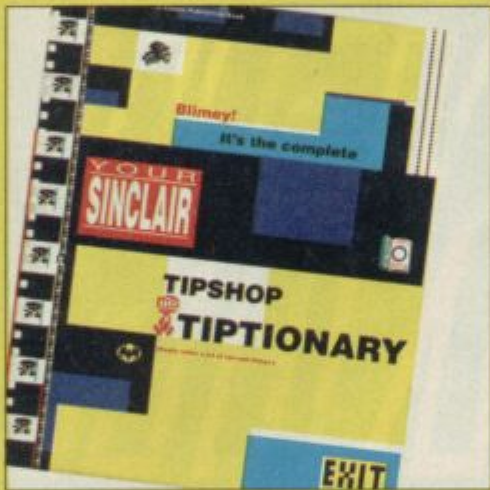


"The new squashy lizard range has come in chaps. Let's go for the trade-in deal," said Rog. So the three chums leapt into their cars and screamed off to Toy 'R' Us with much gusto.

A QUICK GLOSSARY

- **Wipe out** An ancient song from some American sixties surf group. It was covered by The Fat Boys who also pulled in a couple of Beach Boys to add some vocals. There was probably a car in the video.
- **Spin off** This is what happens when you put a record on but you miss the spindle. When you turn the record-player on, your disc goes spinning off the turntable and onto that slice of bread and jam on the floor. Not really much to do with cars.
- **Mega jump** A really good attempt at either the long, or the high jump. Some people are quite good at this but cars, in general, aren't.

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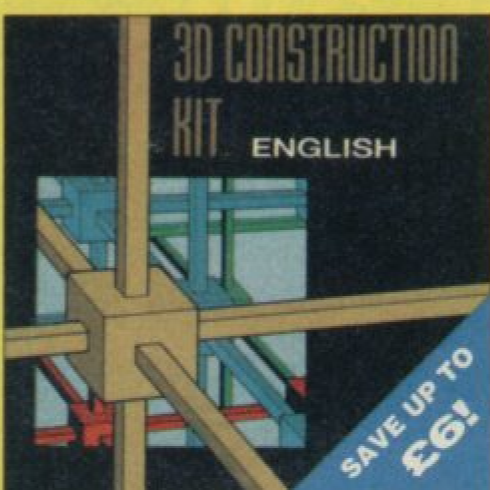
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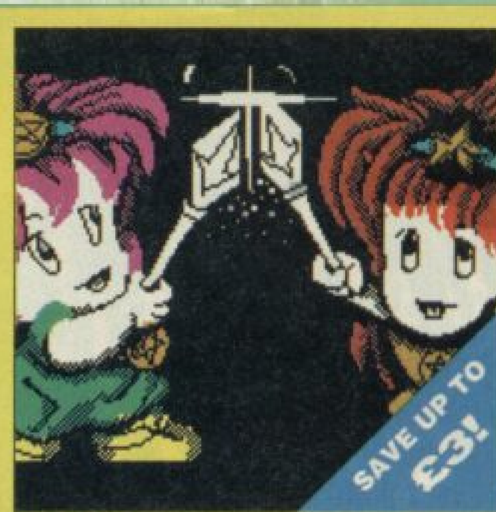
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Rodland

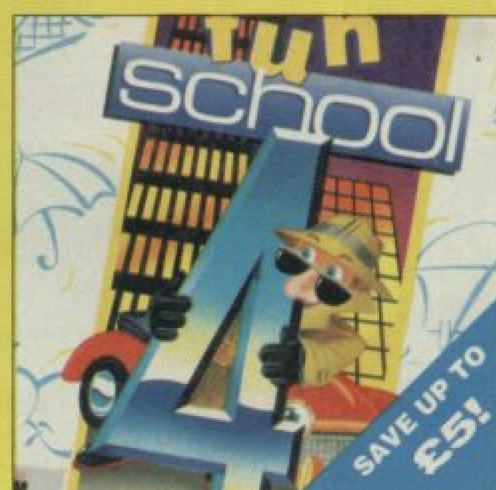
This game is just so good! Slap baddies about with your magic wand, biff crocodiles on the nose and save your mother from the evil wiz. Buy it! You won't regret it.

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IN YOUR SINCLAIR

Get your deely-boppers on, It's the Mad March Hare issue!

What a hippy dilly crazy world!

Those dippy jugglers stand on their heads and lick their toes. At the same time they manage to pick some raveworthy reviews and perky previews off the trees, say hello to a few flowers and turn cartwheels. Whizzo!



Everything's coming up aubergines!

Our cover-cassette, usually an island of sanity, kicks up its heels and takes to the road. But never fear, Spec chums, it's bundled up nice and warm what with all those POKEs, games and demos! Yip, yip, yip!



I just saw a rabbit on a see-saw!

All the regulars sniff the air and decide that something's up. Everybody wants to kick off those winter blues and get into something bright and shiny. Spec Tec has thrown his dirty mac to the back of his wardrobe and got himself a lovely green and blue smoking jacket. Letters couldn't really get any madder but it'll try anything once. Whoo, whoo!

You can't possibly miss out on such a beauty issue, so just you fill in this diddly little coupon and hand it over to your dippy newsagent.
Yo, Mr/Ms Newsagent! You've got a teapot on your elbow, but never mind that. Could you please, please, please save me a copy of Your Sinclair every month starting from

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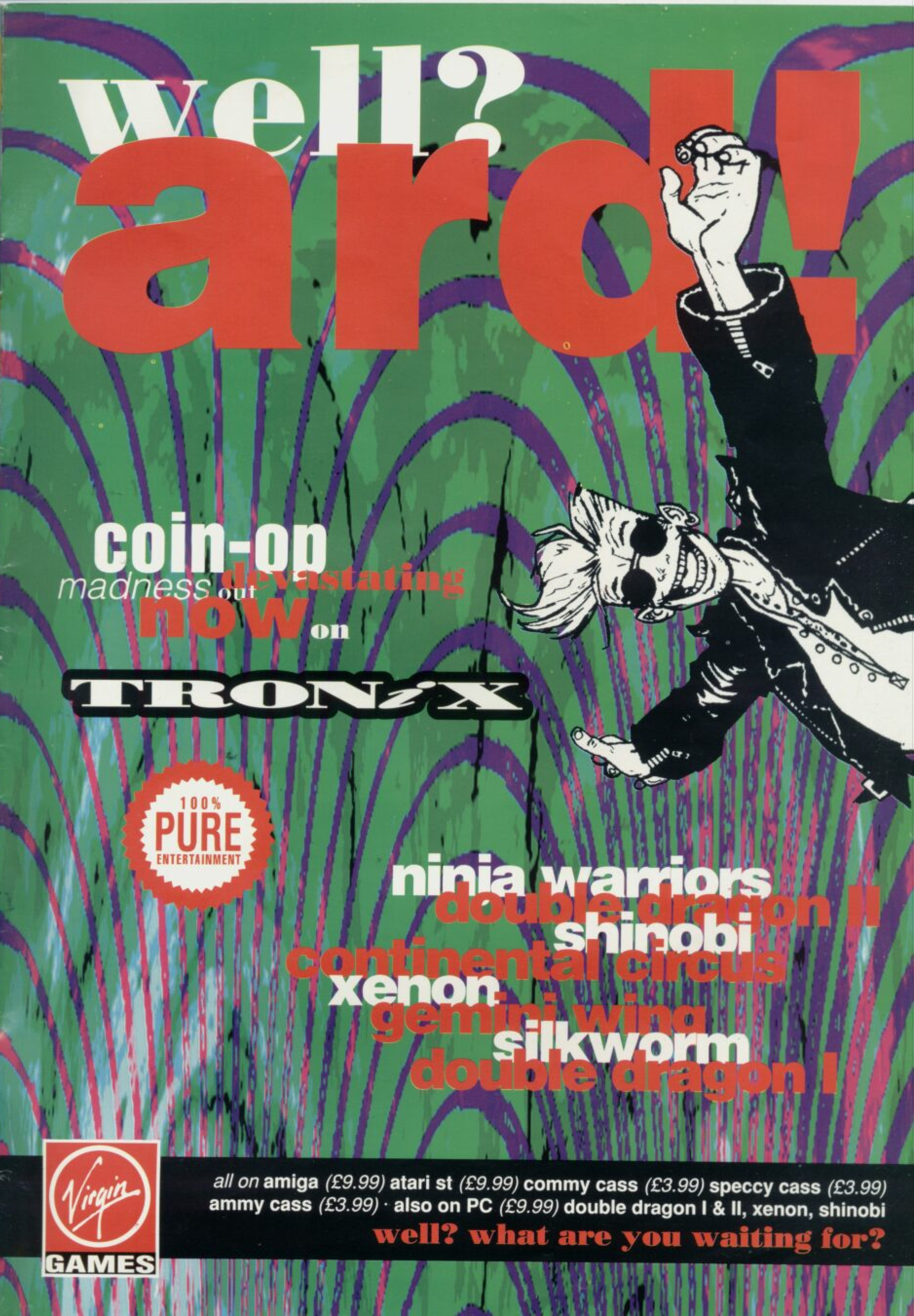
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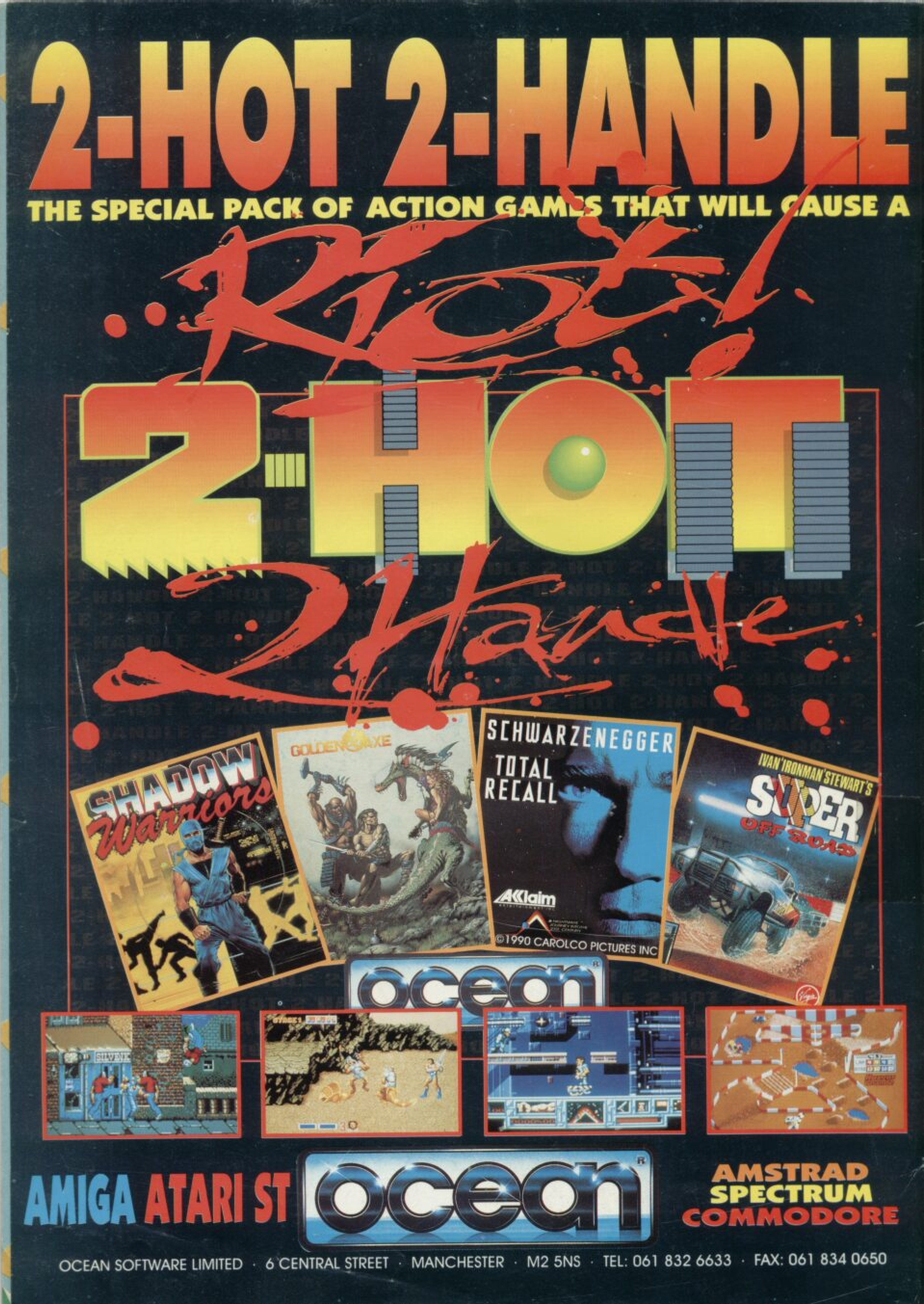
And look! There goes a spicy bun on a trapeze!

Adventures has refused to do anything outré. We tried to give it a lovely fluffed cordouroy tutu, but it wasn't having any of it. Instead there's a special Adventure feature. Yep, this is your chance to find out what are the best, and the worst, adventures ever written. So you'll know just what to slam into your Speccy and what to feed to your gerbil. Hurrah!





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